

THE #1 VIDEO GAME MAGAZINE
THE MAKING OF CRASH BANDICOOT



P.S.X.

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COVERAGE

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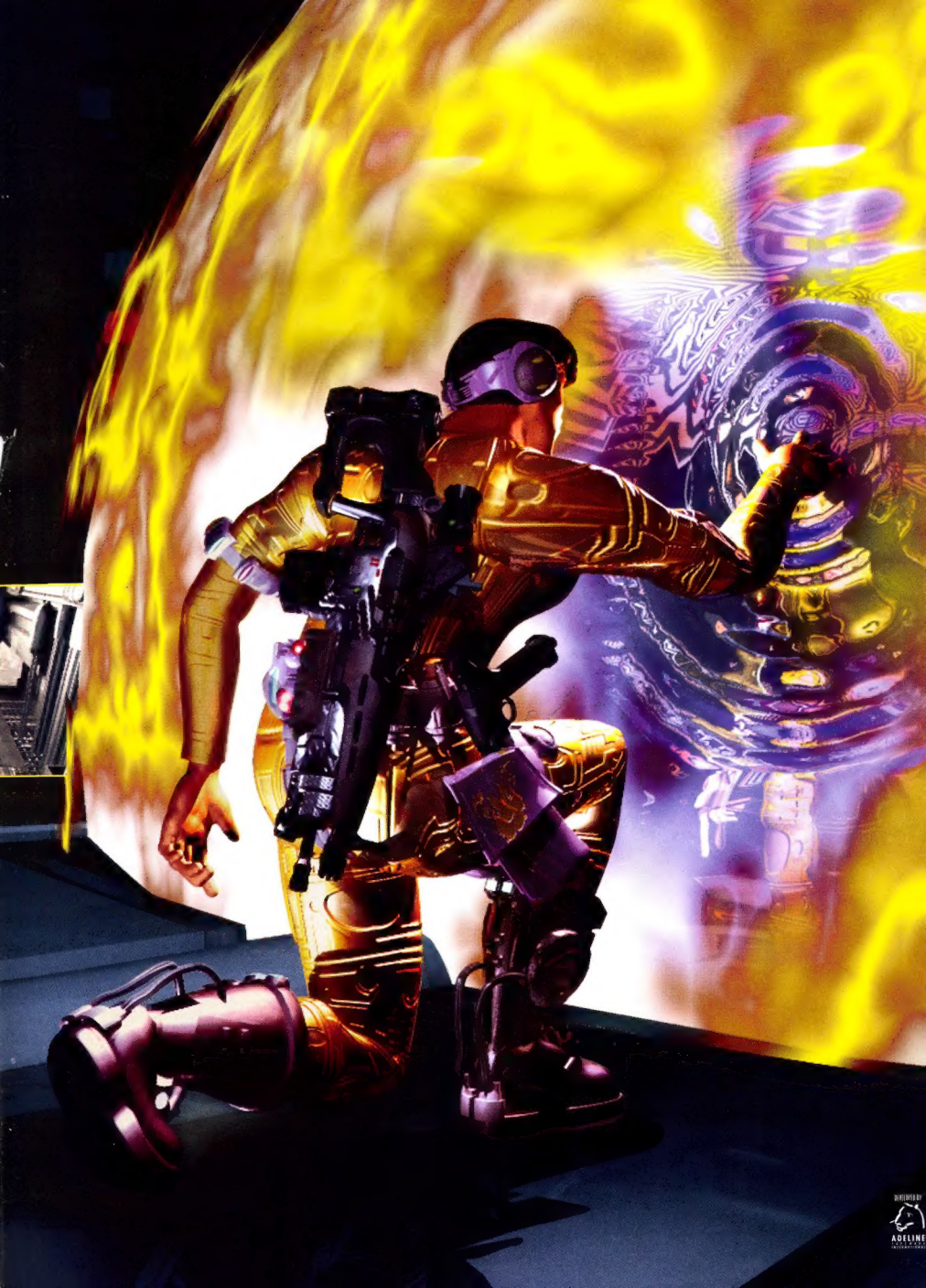


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Sony has hit for the cycle on the sports front with MLB Pennant Race, NBA Shoot Out, NFL GameDay and NHL Face Off. They have dominated the sports category and now they are setting their sights on the action category.

With an aggressive marketing campaign, Sony is trying to make everything else in Crash Bandicoot's path road kill. If you were wondering just what a Bandicoot is, so were we, and during a recent trip to the Universal lot, we visited the Naughty Dog dog pound and asked them ourselves. A Bandicoot is a member of the marsupial family and is a distant cousin of the possum and looks like a rat. This game is so good it will give Mario

64 a run for its money for

game of the year and

you can take that to the bank. Sony's about to give

Nintendo a ride on the wild side. Nintendo will do well, but Sony is going to be a tough competitor and won't buckle under the pressure.

At the Electronic Entertainment Expo, Shigeru Miyamoto stopped by the Sony booth to see Crash Bandicoot. He was very impressed with the game, and asked a few technical questions about how the water was done in 3-D, played the game for a while and then went on his way.

I even met the original Naughty Dog herself, Morgan. Funny thing is the dog's owner, one of the founders of Naughty Dog, brings Morgan with him to work every day and there aren't even any visible stains on the carpet. Now that's dedication! Crash is an awesome game, but Crash isn't the only trump card Sony and its third-party publishers have in their arsenal. They have Twisted Metal 2:

World Tour, Total Number One (a fighting game by Squaresoft), Jumping Flash 2, 2Xtreme and NCAA GameBreaker—an awesome college

football game that graces this

month's cover. Psygnosis has Discworld 2, Destruction

Derby 2 and WipeOut XL. Duke Nukem 3D and

Hexxen are coming from GT Interactive. Williams

has MK Trilogy and possibly Return Fire 2 and

War Gods on the way. Konami has Contra

and Project Overkill, Electronic Arts has Soviet

Strike, Madden '97 and NHL Hockey and of course Namco

has Tekken 2 coming out later this month. Acclaim has NFL Quarterback

Club '97, Iron Man X-O Man O War, Jam Xtreme and Space Jam.

It's an exciting time to be covering the wild world of PlayStation gaming and thanks to your overwhelming support of P.S.X., we are now pondering the thought of possibly going monthly.

Thanks for your interest. Many of you have sent me e-mail or written in and I've read every letter and tried to respond to every e-mail so keep them coming and enjoy this issue.

You can send your e-mail to me here at vidcwby@mcs.com. Take care and see you next month.

Todd Mowatt
Editor in Chief

CONTENTS

- 8 **Going Postal**
Letters from fellow P.S.X. readers
- 14 **P.S.X. News**
Find out about the latest gizmos and gadgets coming for the PlayStation
- 20 **P.S.X. Rated**
Tekken 2, Bogey Dead 6, Bust-A-Move 2
- 32 **Now Playing**
Check out the hottest games available at stores near you
- 38 **Under Construction**
Street Fighter Alpha 2, Twisted Metal 2, MK Trilogy
- 48 **The Making of Crash Bandicoot**
- 56 **Tekken 2**
Part one of our strategy guide
- 64 **Tricks of the Trade**
Tekken 2 tricks and plenty of other goodies



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GOING POSITIVE

Dear P.S.X.,

First I'd like to say that you've got the best PlayStation mag on the planet, and you always seem to have the latest information pertaining to the PlayStation. Well, the reason I'm writing is because I learned from some friends that a flight simulation game based on the Japanese anime *Macross* has come out in Japan. I'm a big fan of the series and its American counterpart, *Robotech*. Do you have any relevant information on this game concerning this topic?

Wesley Martin
Old Greenwich, CT

First off, thanks for the kudos. Second, we assume that you are not referring to *Robotech Crystal Dreams*, the Nintendo 64 game. With that said, the game you're probably referring to is *Macross Digital Mission VF-X*, which was scheduled to be released in Japan this past July. Yes, it is a combat flight sim game; yes, you'll be able to fly a variety of mechs; and yes, the mechs transform. There has been no word yet on whether this game will make its way to the United States. We will keep you updated.



"Macross Digital Mission VF was scheduled to be released in Japan...it's a combat sim with mechs."

Dear P.S.X.,

I'd like to know if there is going to be any joysticks that are just like the ones at the arcade, and if they are coming out for the PlayStation?

Keola Valdez
Waianae, HI

What is this, a pop quiz? Anyway, we assume you're longing for the corn dog-shaped grips used in joysticks at the arcades. You are in luck, along with other die-hard fighting fans and arcade junkies. The *Edge Stick* is pretty pricey, but it's on its way to store shelves. It's a true arcade stick and it has a 12-button layout that

features slow-motion and turbo fire options. This joystick also has a button programming mode for special moves or combos. There is only one small problem—the controller will cost a few bucks. It will sell for \$129.99-Ouch.

Dear P.S.X.,

I love my PlayStation; however, I don't like the changes Sony made to prevent us from playing imported games on the newer PlayStations. Some of the Japanese games are way cool to play. Do you know any way to play those games on a U.S. system? You were the first gaming magazine to walk that fine line and tell us how to do the trick that allowed us to play Japanese games on a U.S. system. Then Sony changed that and did they get mad at you for telling everybody! I also heard that for \$100 plus the charge of FedExing your system to some guy, he will wire your PlayStation so that you can play Japanese imports. Can you tell us more?

Freddy Yue
Richmond, VA

Currently we know of no new way to play Japanese imports on the new U.S. versions of the PlayStations. We have heard of this wild man in another part of the country with a wandering soldering iron who will fix your PlayStation to allow you to play imported and pirated PlayStation titles, but we will not publish any information to help him continue this outlandish practice. No we have not sold out to Sony, we do however respect Sony's right to change their system anyway they see fit. It is their technology. As for our friend with the soldering iron, we have reported him to Sony and they can take care of that part of his business. We just want to give you the latest information on the coolest games and peripherals and take you on a tour to show you how some of these games were made and introduce you to the people who made them. Remember, it's all about gaming and having fun, not trying to create issues or mini battles that don't make any sense to wage. The PlayStation is a good system; it can be improved upon and Sony will do so when they are ready. Don't worry—if Sony steps out of line, we'll be the first to let you know about it as we have done in the past.



Edge Stick \$129.99

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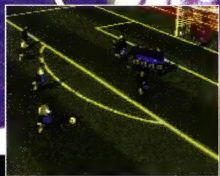
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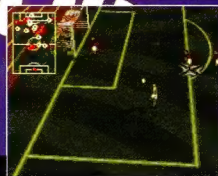
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Got a question? Wanna know more about anything and everything surrounding your favorite video game system? Drop us a line: e-mail address: vidcwby@mcs.com

P.S.X.
Going Postal
1920 Highland Ave., #222
Lombard, IL 60148

Dear P.S.X.,

I love RPGs and most of them I can beat in no time at all. I destroyed Mario RPG in a week and the last boss was a breeze to beat. I beat ChronoTrigger in a week and a half. I need an RPG that is long and challenging. Before I buy another RPG, I want to know if it will be a challenge or not. I heard Final Fantasy VII is coming out for the PlayStation. When will it be out and are there any other PlayStation RPGs that you could recommend?

Timothy Siedlicki
Philadelphia, PA

It sounds like you know what you like in terms of RPGs. I wouldn't want to hook you up to a lie detector on the time it took you to complete those games, but it sounds like you have plenty of RPG experience. Final Fantasy VII, according to Squaresoft officials, will be a two-CD set and it will be out in late March or early April of '97. It will be out in Japan before Christmas. Square officials feel it will

take at least until spring to translate the game, as it is huge. It will take you at least a week to complete the game, Tim. We suggest you buy it, as your rental charges will far surpass the amount that it will cost you to buy the two-CD set that sells between \$79 and \$99. That's not the only game on the RPG front you should be getting ready to play, though. Sony has Beyond the Beyond, and they are taking their time bringing that game to market as the translation took a little longer than they had anticipated. Beyond the Beyond is one cool game that should also keep you busy. Crystal Dynamics is working on Legacy of Kain which is one game that will be huge. Jim Currie is heading up the project along with a few of his friends.

This game looks cool from top to bottom, and you should definitely check it out. You don't have to be a die-hard RPG fan to enjoy these great games.



"There's plenty of RPG action coming your way with Final Fantasy VII and Legacy of Kain."

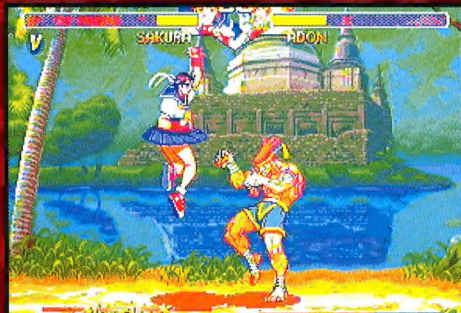
Dear P.S.X.,

First off I would like to say your magazine is awesome and you are killing your competition. I love your strategies on my favorite games. I love fighting games and I heard a rumor that Samurai Shodown III is coming for the PlayStation. Is this true and when is Street Fighter Alpha 2 coming out for the PlayStation?

Joey Avina
Harvey, IL

Glad you like P.S.X. Joey, we're having a lot of fun

covering the wild world of PlayStation gaming. As for your questions, King of Fighters '96 will be coming out for the PlayStation around Sept. 17. There is no word yet on whether Samurai Shodown III will make its way out before Christmas. We'll keep asking around and when we find out, you know we will have it for you first. As for Street Fighter Alpha 2, it will be out in September. You better believe that we will have the latest strategies for all of your favorite games. If you have any ideas on some tricks or strategies that you want to see, just e-mail me at vidcwby@mcs.com and I'll try to get back to you as soon as possible.

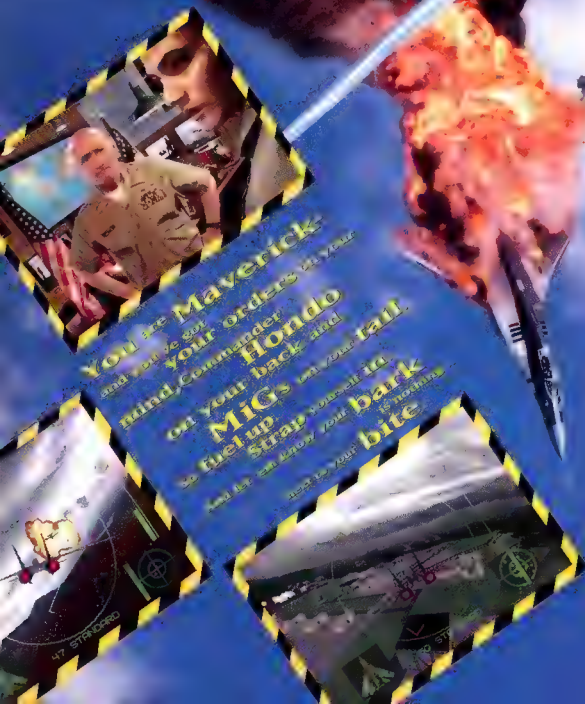


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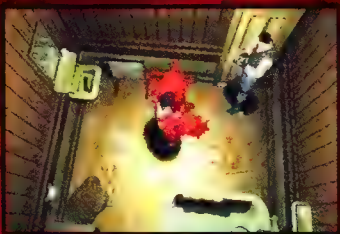
GOING POSITIVE

Dear P.S.X.,

I really enjoy reading P.S.X. and I recently got a PlayStation for my birthday, but I can't hook it up to my television. We have an older model TV. What options do I have?

Jake Adamanchuk
Via the Internet

You have a couple of different options, both of which will get you up and running with your games and should put an end to your television dilemma. You can buy a Sony RF convertor which will allow you to connect your PlayStation to your television set. A second option is one that we highly recommend to anyone who has multiple gaming systems and doesn't enjoy hooking up each system when you want to play games on your different platforms: Mad Catz has an all-in-one Automatic Advanced RF convertor. It will cost you about \$29.95, around the same price as the Sony RF convertor, but it will allow you to hook up any three of your gaming systems through the one RF unit and that's handy.



"Your Resident Evil strategy guide in your last issue was incredible...it was the best...period."

Dear P.S.X.,

Your Resident Evil strategy guide inside your last issue was incredible. It was the best strategy guide on the game I read, period. Why were most of the other strategy guides wrong and should I believe the other mags' reviews?

Eric Vessser
Long Island, NY

It was a tough situation and in order to get the game into their issues, some were forced to use pre-beta copies of Resident Evil from what we were told. We decided to wait and do our strategy

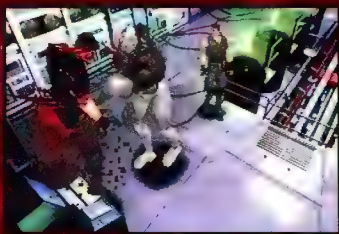
based on a boxed copy of the game, and we chose correctly. Sometimes this magazine stuff is tricky, and we don't talk trash about anyone. We just choose to do our own thing and hope for the best.

Dear P.S.X.,

I recently read about the Game Shark in P.S.X. and I decided to buy one. Now I'm having trouble finding codes for the games I have. You got me into this mess, now you guys help me get out of it as soon as possible.

Josh Bidwell
St. Louis, MO

We didn't know we had that kind of power, but since you seem kind of steamed about the whole thing, we'll help you. If you have a personal computer and have access to the Internet, InterAct has their own Game Shark Web site. Their e-mail address that will allow you to get as many codes as they have posted is <http://www.gameshark.com>. That should solve the problem we created.



Dear P.S.X.,

I'm a huge fan of the PlayStation, but one of the biggest drawbacks that I have noticed so far is the system's lack of memory. I have Resident Evil, Tekken, NBA Shoot Out and a few other games. I am on my fifth memory card. Is there anything I can do besides buying a Nintendo 64?

Gary Tetramanchuk
Gary, IN

Until Sony realizes that this is frustrating to many of their users, they will be content selling you a memory card each time you buy a new game for \$29.95. We have asked this same question and haven't gotten a satisfactory answer. Anything short of packing a memory card in with any given title, there is very little that you can do. InterAct has a new device called the Memory Card Plus that might help you in the meantime. It holds up to eight times the memory of a single memory card but it costs twice as much. It's worth picking up.

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TECMO SUPER BOWL should be available in September of 1996.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl will be in stores near you.

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P.S.X. NEWS

By
Nelson Taruc



InterAct Makes Memory Card Disk-covery

While most PS gamers are content with just one or two memory cards, some have a saving fetish. These gamers must save every sports season they've ever played for posterity, or save their RPG game every five minutes just to be safe.

For those gamers comes the Memory Card Drive from InterAct Accessories. The drive, which plugs into the PS memory slot, lets players save games on ordinary high-density 3.5-inch floppy disks, the same used for PCs. Up to 15 games can be saved per disk, and obviously can be written over like normal disks. The initial investment for the device, \$99.99, may sound steep for some gamers. However, the drive comes with 10 floppy disks—the doing the math, it's the equivalent of ten \$10 memory cards. Furthermore, you can easily buy more disks for cheap, should you have more games to save. (All those American Online disks you've gotten for free may finally be of some use!) Since the drive has its own storage memory, only one drive is required to copy game saves from one disk to another.

Unfortunately, the drive is currently available only via mail order, through InterAct's Web page, <http://www.interact-acc.com>, or through the company's Dangerous Waters newsletter (if you're a subscriber), according to a company spokesperson. ●

Facts

- Costs \$99.99
- Uses 3.5" floppy disks
- 15 save slots/disk

PS vs. PC

Leave it to newsgroups to make a mountain out of a molehill. Hardly a day goes by without some gaming zealot in the advocacy newsgroups heaping praise for the PlayStation or Saturn, while deriding the PC. Inevitably, PC owners retort with slams of their own against console systems. The arguments often decline into a

morass of name-calling, swearing, ranting and raving. Such tirades don't answer the underlying question: Which system is better for gaming, PCs or consoles like the PlayStation?

Because PCs enter a different market and cost far more than console machines, the argument is ultimately a case of comparing apples to oranges. However, there are some gaming advantages inherent with each system (see graphic below).

Certainly, the PC has gained prominence as a gaming platform—most of it

thanks to CD-ROM technology, which delivered quality audio and video to the PC. Thanks to add-ons, notably 3-D graphics accelerator boards and sound cards, PCs can now draw 3-D environments in realtime—and with better resolution than the PlayStation.

That leap in technology has translated into greater interest in PC gaming.

According to a survey by the Interactive Digital Software Association, gaming stands as the number one use for PCs, surpassing even word processing.

However, the console market still holds the biggest grip

over gamer's dollars and tastes. On that note, the survey reported 86.6 percent of console users say they're at least "somewhat satisfied" with the quality of the system, compared to 69.6 percent of PC users.

As far as system satisfaction goes, consoles like the PlayStation hold the

Gamers may see a fight brewing—but the machines aren't even in the same arena

Reasons Why You Should Buy...

PS



■ **Price:** For those short on cash, spending \$199 on a system makes much more sense than shelling out \$2,000 for a good PC. You don't have to worry about sound cards and game compatibility as well.

■ **The Games:** 3-D titles such as Tekken 2 can be done on the PC—but not easily. Without a graphics accelerator board and other add-ons, the gaming experience sometimes comes up short on the PC.

■ **Compatibility:** Unlike PCs, which grow outdated just months after a release, a PS game will work on any PS, regardless of age.

PC

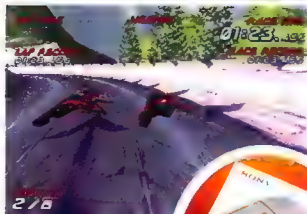


■ **Network:** Sure, the PS may boast multiplayer games and a link cable, but it can't run a 20-player network game of Doom, nor can it surf the Net—yet.

■ **Versatility:** The PS may have a more powerful graphics processor, but it can't calculate a spreadsheet or print a letter.

■ **Sheer Numbers:** The hundreds of PS games out now can't match the thousands of games to choose from for the PC. There's also a far wider variety of titles, including freeware titles.

■ **Game Add-Ons:** Software can be "patched" to add extra levels or features.



The PC enjoys ports of PS titles, while the PS gets a PC-type mouse for some of its games. Is this common ground?

edge over PCs: 80.2 percent of console users are at least "somewhat satisfied" with their consoles' performance, compared to 66.7 percent of PC users.

Those numbers indicate players still stand by consoles like the PS for their gaming experiences, but overlap has already begun to occur, as some analysts have predicted, in some cases. PlayStation games are increasingly



being ported over to the PC—and vice versa. The PlayStation even has a mouse peripheral for use with some games—notably PC-ported strategy titles such as Bullfrog's Theme Park.

However, it's unlikely that the two platforms will ever find themselves in direct competition. While the PC markets itself as an electronic all-purpose Swiss Army knife, the PlayStation and other consoles are cutting tools good for only one thing: gaming. As long as that's the case, the machines will be able to co-exist in relative harmony.

"I don't personally think that this is necessarily an either/or choice between PC and consoles like the PS," said Patty Stonesifer, senior vice president for Microsoft Corp.'s Interactive Media Division. "We certainly are seeing a lot more people...using entertainment software on their home PCs, and in the past year, Windows 95 has made the home PC a really great platform for game developers...[but] I don't think that means that the games platform business is going to go away." ●



Sony Joins PC Market

Sony Electronics has placed its audio/video know-how into two new PCs, the PCV-70 and PCV-90, that spearhead the company's attempt to consolidate audio, video, computers and communication technology into an integrated system. On the software side, Sony has also included VAO Space, a 3-D graphical interface that works with Windows 95. The Pentium-driven machines, with 28.8kb modem, 8x CD-ROM hard drive, and software bundle, will sell between \$2,999 and \$3,099. Contrary to rumor, the machines can't play PlayStation games. However, if its violet-gray appearance seems appealing to readers, there's good reason. The Sony PC designer, Teiyo Goto, was also responsible for designing the PS casing.

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What's New In Simulated Entertainment

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P.S.X. NEWS



A visitor at this year's E³ show in Los Angeles takes a swing at Interactive Light's Home Run Derby.

Arcade Bat Sim Swings on PS

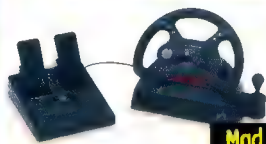
Remember those plug-in bats for 16-Bit systems? It was a good idea, but the bat didn't swing like the real thing.

A company called Interactive Light may have the solution, by developing a home plate with infrared sensors which track a swinger's speed, height and angle of direction. Not only do this let players use real bats, but it provides a more accurate way to incorporate data from a swing into a sports video game.

The firm showcased this technology earlier this year on PlayStation, with a game called Home Run Derby.

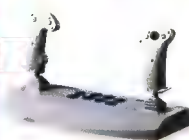
Unfortunately, a company stated no plans have yet been announced to make the home plate sensor for the PS, since the company's current focus lies in the arcade market. Interactive Light is also mulling similar golfing and table tennis games that use the IR technology.

Rating the peripherals



The bottom line: The good news is that this wheel is the most complete PlayStation control available. It has two pedals, a gear shift knob and a wheel that turns 270 degrees. Unfortunately, it works only partially well with digital signal-based games such as Destruction Derby. **Rating:** 8.0

Mad Catz Analog Steering Wheel • \$79



The bottom line: To be honest, the final verdict on this joystick awaits more games; only one title so far (Bogey Dead: 6) has made total use of its features. Still, an initial impression shows it to be very sturdy. The controls are not too stiff, making it easy to operate. On the down side, the large-sized joysticks may not fit younger players' hands. **Rating:** 8.5

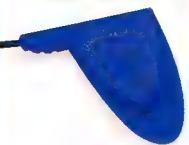
Sony Dual Arcade Joystick • About \$70

Peripherals in progress



The bottom line: P.S.X. is showing this stick again because it's been redesigned by ASCII Entertainment. The dial at the bottom used for rotation control has been moved to the stick itself, so players can rotate just by turning the stick left or right. Also changed is the button layout. This controller hits stores this fall.

Vortex Analog Controller • \$70



The bottom line: P.S.X. brought news of this item several issues ago. Recently, two PS games surfaced that use the pick, which makes guitar noises when strummed across a surface. Due late this year is a port of the PC game Quest for Fame, starring Aerosmith. The Stolen Song, a mystery adventure starring a famous Japanese rock idol, is due next May.

Virtual Pick • N/A

What's New on the 'Net

Personal, the Net. Some games, at least.

The European-based publisher Demomaster Entertainment has been busy this year's Web site to provide a large, home online location. The new site is listed as Europe's largest online community and has more than 100 pages of money-making content.

By Margaret Gorman

Internet and Video Tapes. If you prefer, there are also new games at the Atlanta-based game site. Let the right in which the better the game, while the money game is in a format that is the game.

The move to a new online site comes with PlayStation 1 and a PlayStation 2.



released Sega Saturn game. That location has recently moved there and happened at the same time. Sony's new game is a new game.

where it would be a good idea to visit a website which helped find the game. The game is a new game.

Long before

there was ultra-super-duper-64-bit-polygon-video-

capture, hardware hype, **WEIRD TYPE**, point-

less game ratings, E3, screaming guys in ads,

VIRtUAl ReALiTy,

CLICHÉS

like "in your face"



and "it's the ultimate", 360° roto-

scope-rhetoric from *self-righteous*

reviewers, CD-this, **3D**-that, MULTI-MILLION-DOLLAR

TV commercials tainted with

TOILET humor...



there v

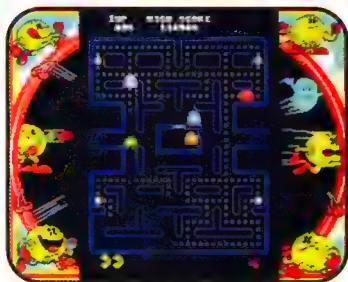
Introducing Namco

Remember the good old days?



When a game was a

game and the only tough choices



were one-or-two player mode?

The greatest icon in gaming history returns in his original romp. Can you escape the ghosts while munching your way through a maze? Pop a power pill and gobble up a few phantoms along the way

The arcade shooter that set the standard. Squadrons of robotic bugs set out to swarm your starship. Includes never seen before bonus rounds – plus a way to sacrifice ships to increase your own firepower

Well those days are back and better than ever. Presenting

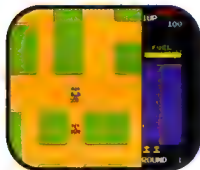
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Museum™ Volume 1

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compendiums comprised of the

world's most famous arcade

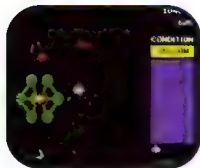
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ToyPop™ &
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namco®

P.S.X. RATED

TEKKEN 2

(Japanese Version)



JOE

98

A mazing. That's what this game is, amazing. Easily the best fighting game yet to be released for the PlayStation, Tekken 2 simply obliterates the competition in every category.

Gameplay is even better than the original, with great new moves which are as powerful as they are impressive to watch. This Tekken is noticeably quicker and more responsive than the first, which wasn't all that sluggish to begin with. You'd be surprised at the difference a few nanoseconds make to the excitement level of the game.

All of the characters from the first title are back, with the addition of a few new faces. Tekken 2 also features a Team Mode, where you choose up to eight different characters to go up against as many enemies; a Survival Mode, where you participate in a series of single-round fights without the benefit of having your health renewed between fights; and a Practice Mode, which lets you try out any character's moves and combinations against a passive enemy. (This mode includes a helpful move recorder to assist you in repeating the moves.)

The graphics are absolutely beautiful. The animation is nearly flawless in its realism, and the characters more lifelike than any other fighting game to date. I was floored by the great cinematic intro and ending sequences, as well. The photorealistic background art is much smoother than in the first game, giving a sense of actually being there. Sound effects and music are also improved.

In short, this is the best fighting game I've ever seen. Go buy it now. ●



"TEKKEN 2 SIMPLY OBLITERATES THE COMPETITION IN EVERY CATEGORY."

COUNTERPOINT

NELSON TARUC



99

If I were stuck on a desert island and forced to play just one PS game for the rest of my life, it would be Tekken 2. It has everything I wanted from a sequel: more characters, moves and breathtaking intro and ending cinemas that provide plenty of incentive to beat the game with all the characters. Thanks to an in-depth Practice Mode, you can learn and devise combos, then test them. The backgrounds look a bit flat, and some of the characters (notably Kuma) have polygon overlap problems, but these problems seem trite when compared to this game's rock-solid fighting engine.

DAVE MALEC



98

Did someone say Tekken 2? This is usually followed by a rush for the nearest PS and a quick Tekken 2 tournament. A concrete follow-up to the first Tekken, be ready to experience one of the best fighting games available. The incredible intro cinema sets the tone for the improved gameplay, with awesome new moves, combos and characters. Perhaps the best feature of the game is the Practice Mode which allows you to work on your techniques and combos. Other than the overlap problem, I don't have any complaints and would suggest this one to fighting game fanatics.

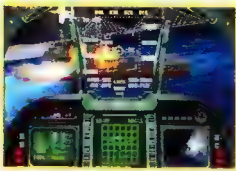
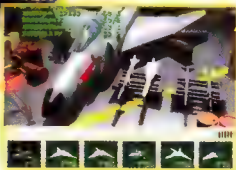
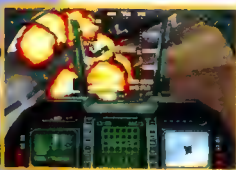
CURRENT FAVORITES

NELSON'S: TEKKEN 2 • SF ALPHA 2 • ROBOTRON X

DAVE'S: VR SOCCER '96 • TEKKEN 2 • NBA SHOOT OUT

JOE'S: TEKKEN 2 • CRASH BANDICOOT • RESIDENT EVIL

BOGEY DEAD 6



NELSON



80

While I wasn't overwhelmed by the graphics, *Bogey Dead 6* still packs punch as a combat flight sim in which you respond to terrorist uprisings around the globe.

The game offers eight (or more if you're good) missions, which are a mixed bag in quality. The most exciting missions require you to protect a friendly plane against enemy attack.

As I said, the graphics appear rather bland, with most of the stages having blocky texture-mapped hills, plains and little else (the stages at the military base and oil refinery stand out as outstanding exceptions). The planes have 2-D wings, which almost always disappear in the rear camera display.

The game's loose control has a long learning curve for control, so players must be patient with it. This game is compatible with Sony's new joystick, but this game is challenging enough with the controller. In some cases, control doesn't mean much: Midair collisions are impossible to dodge, so be prepared to give up some extra continues when you start out.

The game also has a Vs. Mode, but again, it requires a link cable. A split-screen option would have been a far smarter alternative.

The sounds added a strong dash of realism; you'll hear sounds grow and fade in the cockpit, such as a missing missile or close brush with a copter. My only complaint was the voice of the co-pilot, who sounded just way too panicky for a seasoned vet.

I heartily recommend this game to anyone who enjoyed *Air Combat*. If you didn't like that game, then I doubt *Bogey Dead 6* will be your ticket to fly.

"I HEARTILY RECOMMEND THIS GAME TO ANYONE WHO ENJOYED AIR COMBAT"

I first played this game using the Sony Dual Arcade Joystick (see the May '96 *P.S.X.*), and I thought it was great. It had me leaning and ducking and really got my pulse going. Unfortunately, the standard PS controller is far too sensitive. Another thing I dislike about this game was that it really gives no sense of speed. At one point in the game, I sent my plane through the mountains, less than 100 feet off the ground, at the highest airspeed it could handle, and the landscape still just crawled by. It's a good game, but it could be much better. If you buy this game, get the Dual Arcade or another analog stick as well.

This game is a lot of fun, but the graphics left a lot to be desired. Avid flight sim fans will be up all hours trying to conquer *Bogey Dead 6*. What the game lacks in graphics it makes up for in the sound effects, except for the voice of the co-pilot. You'll feel the hair on the back of your neck stand up as an approaching missile just misses and you hear it whiz by. You will definitely enjoy this game more with the Sony Dual Arcade Joystick. But who wants to buy another \$70 controller to play one game? Rumor has it that the Dual Joystick will have plenty more flight sim games coming for it.

JOE RYBICKI



82

DAVE MALEC



80

COUNTERPOINT

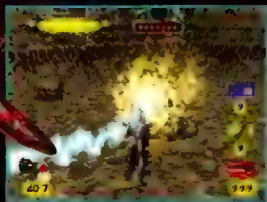
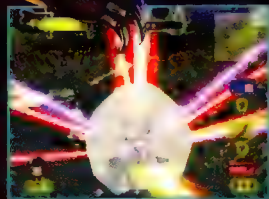
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P.S.X. RATED

BUST-A-MOVE 2



JOE

85

It sounds deceptively simple: shoot little colored bubbles at other little colored bubbles. If you get three in a row of the same color, they pop. The object is to get rid of everything on the screen before the ever-advancing rows of bubbles reach the bottom. Kind of a Tetris-meets-Arkanoid-meets-Space Invaders. Simple, right?

Yeah, right. Actually, Bust-a-Move 2 is simple, in the sense that it's simple to learn. But therein lies the danger of this game: Because it is so easy to pick up, it's damn hard to put down. The box cover brags, "So addictive...it should be illegal!" Although I wouldn't go quite that far, I will say that there's definitely a risk of putting in some long hours on this game.

There are basically two different ways to play Bust-a-Move 2, the "puzzle game" and the Competitive Mode. Of the two, I liked the Puzzle Mode better, as it relies more on skill and less on blind luck, although it is a lot of fun to play against a human opponent (bubbles that get knocked down—but not popped—get added to your competitor's screen, so you can mess up his board and ruin his day).

The one thing I don't understand is why this was released as a 32-Bit title. It doesn't seem to do anything on the PlayStation that couldn't have been done on a 16-Bit system. You should also be warned that Bust-a-Move 2 is excessively cute. The too-happy music, the graphics, everything...a cutesy factor of 9.5 on a 10 scale.

Provided you can handle cuteness, I'd say that all you Tetris fans will want to add this game to your collections. ●



"TETRIS-MEETS-ARKANOID-MEETS-SPACE INVADERS"

COUNTERPOINT

NELSON TARUC



90

DAVE MALEC



88

The mark of a great puzzle game is how addicting it gets. I found Bust-A-Move 2 fit the bill. While the game's ball-busting concept prohibits awesome player-designed combos as in Sega's Baku Baku, it packs a healthy dose of sweaty action nevertheless. My favorite aspect of the game was including both an "adventure" Puzzle Mode that has multiple paths to travel on with the Boss Battle Mode—some near the end really offer a worthwhile challenge. The cartoon graphics—especially the backgrounds—could've been spiced up to make the game look less 16-Bit.

Bust-A-Move 2's simple gameplay makes for a great addition to the ranks of puzzle games. How could those cute little guys be so addicting?

Bust-A-Move 2 requires you to work on your accuracy, where other puzzle games demand planning combos ahead of time. The option to bank bubbles off the walls to squeeze them into tight spots is the aspect that I found most enjoyable. I think it's unanimous that the graphics could have been better for a PlayStation title, but I don't think that takes away from the game. A cute game that will leave most puzzle gamers satisfied.

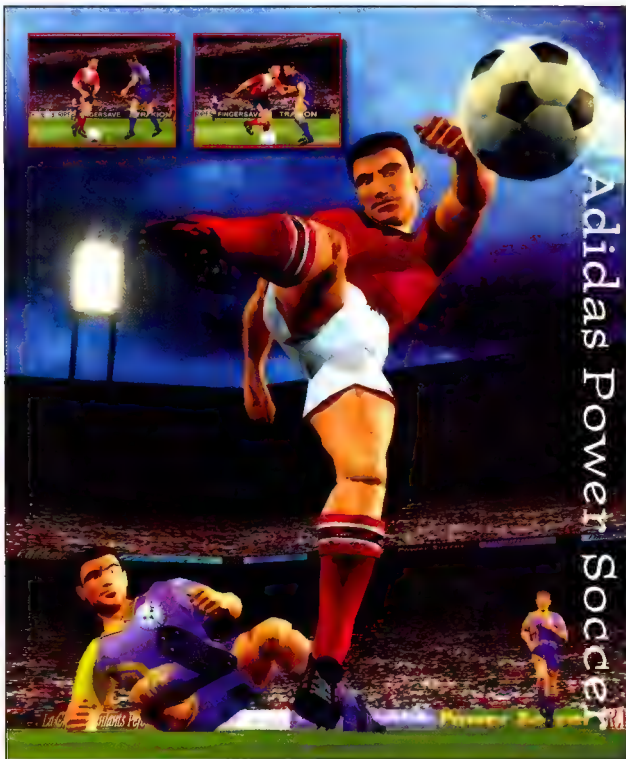
P.S.X. SPORTS

Two words: WORLD EXCLUSIVE. Are you excited yet? Welcome to P.S.X. Sports, your new resource for all that is sports on the PlayStation. We'll be bringing you coverage of the best new games, news from the world of sports, and in-depth interviews with gaming and sports personalities alike.

So what was that WORLD EXCLUSIVE stuff all about? Here's two more words: JIMMY JOHNSON. Yep, that's right, this celebrated coaching veteran is presently working with Gametek on what looks to be a new football classic for the 32-Bit systems. Jimmy Johnson '97 is coming your way, and P.S.X. Sports is the first to bring you coverage of this exciting new development. Take a look inside for more exclusive information.



Also included in the inaugural edition of P.S.X. Sports is a special feature on Sony's newest football title, NCAA GameBreaker. We went straight to the top with this article, bringing you an interview with Chris Whaley, the executive producer of the GameBreaker project. Sony's NFL GameDay got great reviews, and all reports so far indicate that GameBreaker is an improvement on that acclaimed title, so we're expecting even better things from this one. Our two full pages should tell you more.



All this and Adidas Power Soccer, too. This great-looking new title from Psygnosis looks like it might give both VR Soccer and FIFA '96 (so far the top soccer games available) a run for their money. With true-to-life motion-captured players, variable field conditions, and ultra-realistic gameplay, Power Soccer might power its way to the top of the 32-Bit heap. The developers studied the strategies of the best teams in the world to bring you a realistic soccer simulation, but they also wanted to make it a really enjoyable and exciting game. Their solution? They decided to give you what amounts to basically two games in one package. Check out the article to see how they did it.

Impressive, eh? This is only the beginning. You can expect P.S.X. Sports in every issue of P.S.X. from now on.

We'll continue to keep our eyes and ears open to bring you the hottest news before anyone else. We'll keep you updated on advances in the world of sports gaming. And we won't even charge you extra.

So get comfortable, sports fans. You knew you read P.S.X. for a reason. ■





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Adidas Power Soccer

BY: PSYGNOSIS

Americans don't pay nearly as much attention to soccer as the rest of the world does. An important tradition in many other countries, soccer has been largely neglected by many of us here in the States. Nevertheless, a number of successful soccer games were created for the 16-Bit systems, and games like FIFA soccer and VR Soccer have brought the action to the 32-Bit platform. Now Psygnosis is stepping



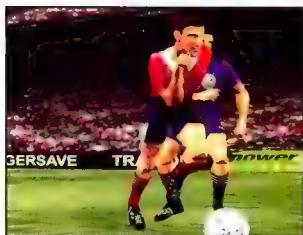
onto the field with Adidas Power Soccer.

As you might expect, the designers placed a heavy emphasis on an accurate simulation of the game. Detailed team tactics have been added, including the ability to position your players in the manner best suited to your coaching style, realistic field conditions (depending on the season) and a choice of camera angles.

What makes this game different from the rest is its unique "Arcade Mode," which allows your players to perform special moves that wouldn't be available in a real-life situation.

These moves include a painful and highly illegal karate kick to cripple the opponent, a two-handed shove to knock him down, the spectacular bicycle kick and even Diego Maradona's controversial Hand of God maneuver.

With equal emphasis on accurate simulation and enjoyable gameplay, Adidas Power Soccer is likely to become an instant classic with soccer fans everywhere. ■




Jimmy Johnson '97

BY: GAMETEK

It's our first sports issue, and we wanted to give the many sports fans who read *P.S.X.* something to brag about to their friends. So we're proud to bring you a world exclusive: the first-ever coverage of Jimmy Johnson '97 from Gametek and possibly Konami (the two companies are presently in negotiations to release this title jointly).



Features of the game should include a play editor which will let you design your own plays based on the strategies of your favorite teams. Now you're not restricted to the same old plays that you see every Sunday. So go ahead and get crazy; see what works and what fails miserably. Your opponents might fear you. Of course, they might laugh at you.

Jimmy Johnson himself will be part of the game, drawing on his years of NFL experience to give hints and tips. He'll help you out whenever he can; just don't make the new Miami Dolphins coach angry.

In addition to all this, it's our understanding that the developers are pursuing an NFL license to use the



actual teams and players. Might this become the football game for the PlayStation?

The title is slated for fall release, but it's too early in the game to give you more information, so we'll give you the score as soon as we get it. ■

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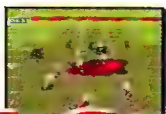
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P.S.X. SPORTS



NCAA GameBreaker

BY: SONY INTERACTIVE

Any fan of college football will recognize the game breaker. He's the amazing young star running back who you see floating over a pile of bodies at the goal line as he dives in for a touchdown. He's the quarterback who keeps his head through the blitz and arcs the ball perfectly into the hands of a running receiver. He's that unbelievable receiver who tucks the ball under his arm and seems to fly through the defense with ease. These are the guys who make things happen, and it's for them that Sony Computer Entertainment

names will not be used. Categories featured will include rushing, passing, sacks and interceptions, among others.

Over 200 offensive and defensive plays, many of them unique to college ball, will offer variety and playability, and a new artificial intelligence engine (improved from Sony's acclaimed NFL

All 110 Division I stadiums will be in the game, and many school fight songs will also be included (performed by the University of Southern California marching band). An announcer will also be on hand to make you feel like you're right there on the field.

The animation of actual players was motion-captured for more realistic football movements and new animations not seen in GameDay will be featured, including up-ended hits and one-handed catches.

From the little we've seen of the game, it looks like it will offer realistic playing conditions like muddy fields and artificial turf, which may influence the outcome of a close game. There are a substantial number of football games on the market, and GameDay has proven to be one of the most respected and influential titles available. Now GameBreaker will try to surpass its predecessor's success. Though this title will focus on college ball, it looks like Sony may once again set the standard by which all future football games will be judged. ■

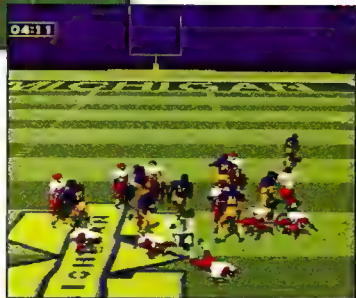
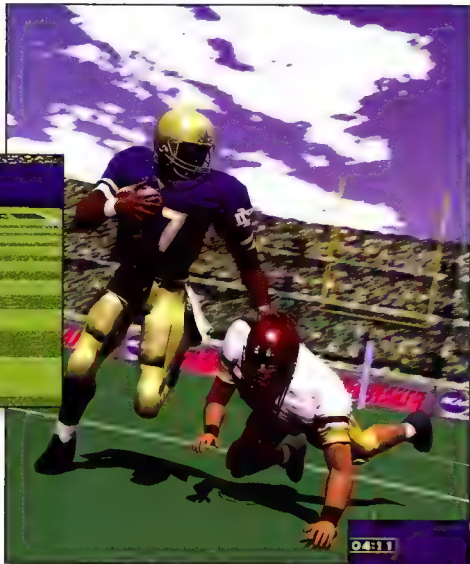
of America is releasing NCAA GameBreaker.

GameBreaker is the first football game to give special credit to the sport's star players. Many of the game's quarterbacks, running backs and receivers are equipped with a greater level of skill than the other players. This adds realism that many games lack, since the more carefully trained players are able to perform better than their less skilled (but no less essential, of course) counterparts. The guys who make things happen are finally allowed to really make things happen.

The statistics of the top 100 players will be tracked through the entire season, although actual players'

GameDay; see the interview with executive producer Chris Whaley on the following page to see what they've done with it) will make this game a force to be reckoned with.

The game features all 110 Division I-AA teams, the top Division I-AA teams, and all 10 conferences, including the Western Athletic Conference and the Big 12. It also includes I-A bowl games like the Rose Bowl.



Kicking Off with Sony's Playmakers

PS.X. talks with Chris Whaley, executive producer of the GameBreaker project, about fireworks, angry computers and seat belts.

PS.X: What did you try to do with GameBreaker? What was your goal?
C.W.: GameBreaker has a theme to it. When we sat around and thought about what college football meant to us, as opposed to a pro football game, we started thinking about guys like Rocket Ismail returning punts for touchdowns and winning games, or Tommy Frazier in the Orange Bowl, with guys just sliding off him as he's ripping it for 70 or 80 yards. That's how we came up with not just the title of the game, but also the way the game is played. The game is built around the top, say, 60 to 80 college football players being vastly superior athletes as opposed to the rest of the college football players. That's a little bit different than in the pro game where, as great as a Jerry Rice is, the discrepancy between a Jerry Rice and an average player is not nearly as great as the discrepancy between a Keyshawn Johnson and an average college football player.

PS.X: Does that change the gameplay a lot?
C.W.: Definitely. You have big plays on both offense and defense, a lot of broken tackles, more kickoffs get run back for touchdowns...we're still in the tweaking stages, but say you run the wishbone, you might get stuffed three times and then you'll pop it for 70 yards. It's that kind of a game, more so than in GameDay where you just work your way down the field.

PS.X: So there's more fireworks in GameBreaker?
C.W.: Exactly. Definitely more fireworks.

PS.X: Now, how different is GameBreaker from GameDay?
C.W.: We made a lot of changes. The first change that we made is that we set the frame rate up to 30 frames per second; GameDay ran at 20. So, immediately when you see GameBreaker you'll notice that it's much quicker and much smoother than GameDay was. The second thing was that we worked almost exclusively on gameplay and

computer artificial intelligence. Anything that a human being can do, the computer opponent can and will do. In GameDay the computer would spin and hurdle. Now he speed bursts, he stiff-arms right, he stiff-arms left, everything that the human can do, he can do. He knocks receivers down, he does everything. There's a lot of character in this game. If you burn 'em deep with Keyshawn Johnson, in the next play, the computer's going to be upset with you and maybe he's going to clock Keyshawn coming right off the line of scrimmage.

PS.X: That's great! Do you think this gives the game more realism, as opposed to GameDay or maybe some other football titles?
C.W.: Well, when you're playing this game in Two-player Mode, there's a great thrill factor—it's a nonstop button-presser—but even when you're playing it in One-player Mode, it's going to feel a lot like you're playing a second player, more so than any other sports game.

PS.X: Do you think that it's realistic enough for real football players to learn anything from it?
C.W.: Well, I don't think that coaches are going to use this game to teach players how to play football, but I think that for a video game—keeping the fun factor in mind—it's as real as we can get, to this date (we intend to get better every year), and still make sure that it's a blast to play. I'm not sure that in real life Lawrence Phillips can throw three stiff-arms in five seconds, but it's sure a helluva lot of fun when he does it in GameBreaker.

PS.X: What would you say is the most important feature of the game?
C.W.: I think the most important feature of the game is the thrill factor; it's Street Fighter on a football field. It's very much a nonstop thrill kind of game. Of course, we have a lot of things that you might expect from a next-generation football game. We've got 12 fight songs, all done by the University of Southern California marching band, we've got all 110 stadiums, and I'm not just talking about putting the logo in the center of the field here; we've got all 110 Division I stadiums. It's a massive production.

PS.X: Was there anything that you



couldn't do with the game?
C.W.: Well, we couldn't put athletes' names in there, but we think that we've gotten around that by putting the regular players' numbers in white and the gamebreakers' in yellow; so if you see a yellow number out there, you know that he's your man. It's much easier for the average consumer to find those stud guys and get the ball to them.

PS.X: Now, as far as the look of the game, did you motion-capture the players? How did you go about illustrating it?
C.W.: Of course, we used motion-capture of college athletes. It's a two-and-a-half-D type of game, in that the stadium is fully true 3-D, but the players are sprites.

PS.X: As far as playing the game, are there any hidden teams, cheat codes, things like that?
C.W.: There's 64 Easter eggs in this game. We'll be releasing some of them, but what we're doing with them is, they're being offered as rewards. After winning a game we're going to give you an Easter egg. And if you win a game in a bowl or a tournament, we're going to give you a really good Easter egg. And if you win the national title, we're going to give you a great Easter egg that opens whole new levels of play, including special hidden teams, and all-time great teams. Sure, we're going to have the '83 Huskers in there, but we're also going to have the All-Time Huskers, so you can have Irving Fryar and Turner Gill and Mike Rozier paired up with Tommy Frazier and Lawrence Phillips.

PS.X: Okay, last question: Do you have any advice for players who will be taking up this game?
C.W.: Put your seat belt on.



GRAB
A HOLD OF
THE
GOLD



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Mitch Richmond
Charles Barkley

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EIDOS
INTERACTIVE

NOW PLAYING

STAR WARS DARK FORCES

That's not a moon—it's a space station!" Now fans of the *Star Wars* universe can blast away at Stormtroopers, bounty hunters, even those annoying little 'droids that scurry around the halls of the Death Star, in the PlayStation conversion of LucasArts' *Dark Forces*.

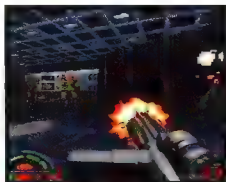
This first-person, 3-D, shoot-anything-that-moves PC favorite is faithfully translated for the PlayStation, with the same stereo sound and smooth movement that PC users will recognize. Drawing on the tradition of games like *Doom*, *Dark Forces* places you in the role of Kyle Katarn, a mercenary working for the Rebel Alliance. You must destroy enemies in the halls of the Death Star and other familiar locations

from the *Star Wars* saga, armed with a variety of weapons—from a simple blaster to a thermal detonator that can be lobbed over obstacles to take out those hard-to-reach Imperial scum.

This game improves on the familiar *Doom* theme by allowing your character to jump, duck and shoot up and down, giving the game more of a true 3-D feel. The sound effects, including voice effects from most enemies, add to the realism.

Health and ammo gauges are placed in the bottom corners of the screen, conveniently out of the way of your view of the action, and a detailed heads-up display autopap allows you to track your progress while still keeping an eye on the bad guys.

With 10 weapons and 20 different Imperial enemies, *Dark Forces* fully immerses you in the *Star Wars* universe.



THE RUNDOWN

THEME
3-D Shooter

OF PLAYERS
1

OF LEVELS
14

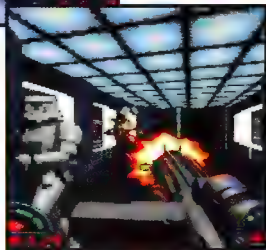
CHALLENGE
Moderate

PUBLISHER
LucasArts

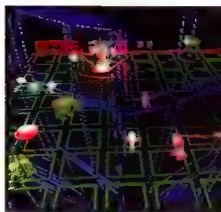


Take out
Stormtroopers
and other Imperial
baddies with any of
10 different weapons.

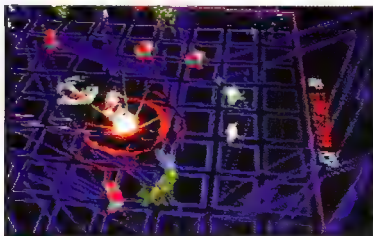
The Empire is breeding powerful new troops, all of them happy to blast you into a lifeless heap. You'll have to keep your wits about you and your weapon ready.



ROBOTRON X



Just as in the arcade stand-up, your character can move in one direction while firing in another. The joypad buttons aim your gun.



It was perhaps the most intense arcade game of the early 1980s. Now—courtesy of Williams and the polygon-pushing power of the PlayStation—Robotron is breaking into the '90s, and it's packed with sharper graphics, improved sound and the same action-packed gameplay as the original. Robotron X is Williams' high-tech follow-up to its arcade hit Robotron 2084. But while the nearly 15-year-old arcade classic featured a simplistic, single-screen playing field, the PlayStation version throws the game into a 3-D arena full of texture-mapped bystanders and bad guys.

Despite these graphic enhancements, Robotron X's plot and gameplay are the same as its predecessor. You still have to spend level after level protecting innocent humans from marauding robots. Robotron X's control mechanics are also similar to the original's. The arcade game featured two joysticks—one to control the hero and the other to aim his weapon—and the PlayStation joypad emulates this control setup. Now the D-pad moves the hero and the four buttons aim his weapon.

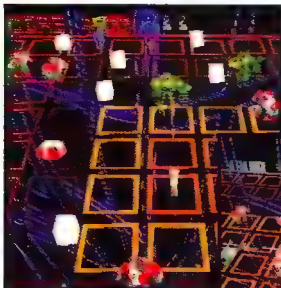
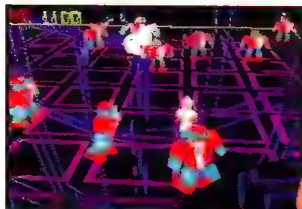
Robotron X's sound effects are also light-years ahead of the beeps and whistles of the arcade stand-up. The new game features techno dance music and plenty of funky sound effects. Lots of digitized speech lets the game's characters scream and shout—something they never did in Robotron: 2084.

The game is loaded with more than 100 levels, as well as new bonus rounds that let you load up on extra

lives and points. A second player can join in to help you through the levels or compete against you.

The levels themselves are viewed from a multitude of camera angles, which pan up and down to follow the action. With all its shifting camera angles and robot-filled levels, Robotron X not only looks better than the original—it's a more intense game, too.






The 3-D perspective is a leap ahead of the arcade classic's graphics, but the original's intense gameplay is intact.



Try not to wander too close to the playfield's edges. Get cornered and you're dead.



THE RUNDOWN

-  **THEME**
Shooter
-  **# OF PLAYERS**
1 or 2
-  **# OF LEVELS**
99
-  **CHALLENGE**
Moderate
-  **PUBLISHER**
Williams



NOW PLAYING

AREA 51

Some funny things have supposedly gone on at the Air Force's most infamous airbase, Area 51. This top-secret facility has allegedly been the site of secret biological testing, alien autopsies and other nasty, ET-related activities.

The Air Force, of course, denies all knowledge of any mad science-type experiments going on at the base. In fact, the military denies the base even exists.

Gamers know otherwise; they've visited the base in the arcade version of Area 51. Now the game is coming to the PlayStation, and it



promises all the atmospheric, alien-blasting action of the arcade original.

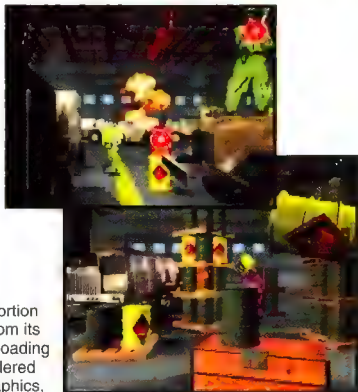
Area 51 is a first-person shooting game that relies on full-motion video to guide players through the game's rendered environment. You can use Sega's light gun to blast through Area 51's levels, which take you through the fabled airbase itself. Williams took special pains to make Area 51 as authentic as possible, relying on U.S. Geological Survey maps and even a Russian spy-satellite photo of the

base. Each portion of Area 51, from its hangar to its loading docks, is rendered out in 3-D graphics, while live actors and animation techniques were used to create the game's army of enemies.

Area 51's plot could be the basis of an *X-Files* season finale. A top-secret experiment on alien technology has gone horribly wrong, and now the base is being overrun by mutating aliens. You, as part of the government's alien-threat response team, have 48 hours to clear the base of its monstrous inhabitants.

Fortunately, you don't have to enter Area 51 on your own. The game lets two players battle side by side. As you progress through the game, you'll occasionally see other blue-uniformed members of the alien-busting team.

Not all of Area 51 is spent sprinting through the airbase. You can also ride forklifts, jeeps, helicopters and other vehicles.



The PlayStation version also promises a few features not found in the arcade game, such as alien vision which lets you seek out hard-to-see aliens. Secret rooms and other surprises have also been added.

It's unknown whether these additions to the game can be found in the actual airbase. One thing's for sure: The Air Force will never tell.



THE RUNDOWN

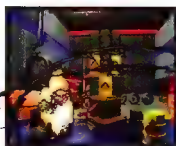
THEME
3-D Shooter

OF PLAYERS
1 or 2

OF LEVELS
6

CHALLENGE
Moderate

PUBLISHER
Williams



AD&D IRON & BLOOD

Advanced Dungeons & Dragons. The game that started the role-playing game revolution. The game that kept countless teenagers up late at night. The game that spawned many a computer RPG. Now AD&D will invade your PlayStation in the form of a new 3-D fighting game with new features and greater depth never seen before in the fighting game genre.

Iron & Blood takes place in the other worldly realm of Ravenloft, which many AD&D players should be familiar with. Beings that evil people consider truly evil make up the inhabitants here. It is in this realm, naturally, that the battle of good versus evil takes place.

Three-dimensional fighting games are rapidly becoming the standard of choice. As we saw with 2-D fighting games, however, Street Fighter II clones can over-saturate the market fairly

quick, leaving players with the unpleasant aftertaste of too many similar-looking games. So how is Iron & Blood not a Virtua Fighter clone? Simple, it's called a Campaign Mode.

Iron & Blood will showcase a Campaign Mode where teams on the side of Order (good) will fight teams on the side of Chaos (evil). Players will decide how many fighters will make up a team, as well as how many lives each fighter will have. After that, each player selects, round by round, who will fight. Each battle will have an objective to win. This objective usually will be in the form of a magical ability or some other improvement. For example, the Black Knight may win a fight and gain a magical ability to use in a future battle. If he already has one, he may increase its level. Up to level three may be earned, which signifies how many times in one round that power may be used.

If you've reached level three, then the next win will earn you an arcane power. Those can only be used once but have great effects.

Certain secrets will be hiding in Iron & Blood as well.

Certain signals (which vary according to the stage that the current fight is on) will audibly or visibly notify players to enter a specific code (which will vary



You won't be able to judge what move your opponent will pull off—lots of moves in this game.

according to the signal). The first player to enter the code correctly will win a secret artifact. In future battles, the team with the artifact can invoke certain offensive spells, heal injured fighters or perform any number of other powers that can have a great influence on the outcome of a battle.

The great part to all of this is that any powers or items earned can be permanently saved to your PlayStation memory card. That means if you've gone through a fighting marathon with your weak friend and earned a lot of

friendly power-ups, you can keep it to use again for another day. Your players can even eventually gain strength in the form of extra health if they win enough matches. A limit will be placed on how powerful you can become, so that new players will have a chance against veterans. Also, the

programmers have placed markers to know if you have cheated your way through. So forget about that idea of playing a Two-player Campaign Mode by yourself to earn everything for free. Your team will be labeled "Cheater" for all your friends to know!



THE RUNDOWN

THEME
Fighting

OF PLAYERS
1 or 2

OF LEVELS
N/A

CHALLENGE
Moderate

PUBLISHER
Take 2



NOW PLAYING

It's 5 a.m. It's time for that early morning cup of java along with a donut or two. You look out of the window and know that today is a good day to strap on the ol' explosives and run around a cube just for the sport of it.

A little strange? Yes, but it's just another day in the world of Blast Chamber. The difference being that in the Blast world, no one gets coffee or donuts.

Athletes are raised in "stables" from birth to compete in

In One-player Mode the player goes through each level with the same objective: Find the crystal and floor pad as fast as possible or die. The levels change in design with stairs, spring pads and moving platforms. More difficult obstacles inhabit the later levels as the gamer makes his/her way to the final stage where they face the evil corporation behind the sadistic game. Some of the obstacles include: spiked walls, lava floors, blower fans and spring boards.

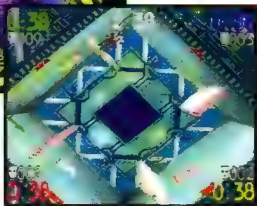
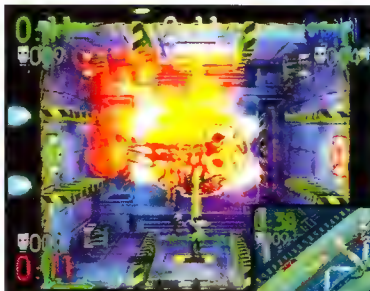
Multiplayer Mode gives gamers the opportunity to compete against their friends—and enemies—in the same type of levels except now there are four players total, each trying to locate the crystal and touch their corresponding pad. By touching their colored pad, their timer increases, thus giving them more time to live and wreak havoc on their opponent. The levels also feature power-ups that help players outsmart other gamers. Enhancements like anti-gravity boots and extra time make for some intense combat. The shoulder slam also helps when gamers are in a bind.

The graphics in the game are 3-D rendered, texture-mapped polygons. They feature various lighting and






shading effects. Gamers will notice these effects used frequently throughout the game with deadly laser blasts and explosions occurring when the timer hits zero. Since the levels are set in a cube they "go back" in space, creating a 3-D feeling that complements the graphics and the design of the chambers.

Grab a donut, enjoy some coffee and instead of really donning a backpack full of dynamite, sit down, grab the ol' PlayStation controller and play Blast Chamber—a much safer, practical choice.

Find the best way to rotate the cube and retrieve the crystal. Touch your pad soon after or make like plastique explosives and kiss your hiney g'bye!



THE RUNDOWN

	THEME Action
	# OF PLAYERS 1-4
	# OF LEVELS 40
	CHALLENGE Moderate
	PUBLISHER Activision

a game where they are unknowingly equipped with a large quantity of explosives. The explosives are triggered if the athletes fail to find the crystal and floor panel that turns off the bomb on their backs until the next stage.

There are over 40 levels for one-player play and over 20 for the Multiplayer Mode.



There are many different designs for the levels of Blast Chamber. Due to the bomb on your back, it should be interesting to see how the explosions match each level.

BLAST CHAMBER



GUNSHIP

Any more real,
it'd be

CLASSIFIED

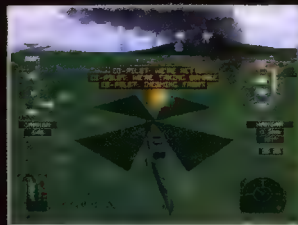
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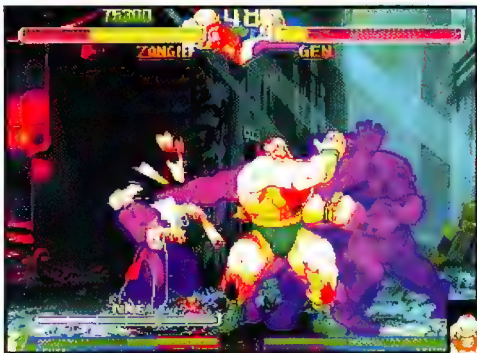
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UNDER CONSTRUCTION

STREET FIGHTER ALPHA 2

A gathering of old and new for the best Alpha of them all

It may be the game that started the fighting craze. Before *Mortal Kombat*, before *Virtua Fighter*, before *Tekken*, there was *Street Fighter*. Although they were perhaps not the first games of the genre, the *Street Fighter* series was certainly the first to achieve such widespread success. *Street Fighter Alpha*, released in February for the 32-Bit systems, has already sold over 230,000



The sequel gives you not only all the original characters from SF Alpha (including the three hidden characters), but also five additional characters, including some old favorites.



units. Now Capcom is bringing the newest *Street Fighter* arcade hit to the PlayStation. *Street Fighter Alpha 2* contains both high and low Alpha counters to block blows and deal out more damage, and new moves and combinations have been added to each character's repertoire. Mid-level Bosses and hidden levels have also been added for greater challenge.

In addition to these new features, Capcom promises faster gameplay and more precise control than in the previous version.

All of the fighters from the first Alpha are back,

including the hidden characters Dan, Akuma and Bison. Five new characters have been added, including Rolento from *Final Fight*, Gen from *Street Fighter* and a brand-new female fighter named Sakura, whose moves are nearly identical to Ken and Ryu's. Old favorites Dhalsim and Zangief—who were inexplicably left out of Alpha—also return. This brings the total tally of fighters to 18 playable characters, the most of any *Street Fighter* title yet.

Visually, this game is more impressive than any other *Street Fighter* title. In addition to the spectacular comic book-quality graphics found in Alpha, Alpha 2 now features 20 multilayered backgrounds, some of which can interact with the action taking place in the foreground. Advanced





ON THE MENU

- ▲ **THEME**
Fighting
- ▲ **# OF PLAYERS**
1 or 2
- ▲ **# OF LEVELS**
N/A
- ▲ **AVAILABILITY**
September
- ▲ **DEVELOPER**
Capcom



In addition to the new characters, newer backgrounds and combos of players have been created.



lighting effects and new music further enhance the experience.

This game may not be the much-anticipated and long-overdue Street Fighter III, but it should keep the many fans of the series happy until Capcom finally unveils the third installment. ▲



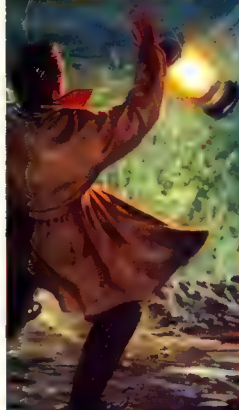
dangerously concealed
in shrouds of darkness,

evil awaits you

alone
and you're all alone

ALONE IN THE DARK

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UNDER CONSTRUCTION

TWISTED METAL 2

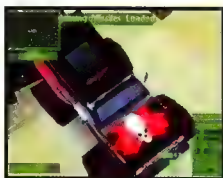
Twisted Metal travels the globe to find some competition

There's something about going around the world that appeals to adventurers. Maybe it's the exotic places they visit or the interesting people they meet. It's probably the vehicles of death they can drive as they make their way around the globe—firing as many missiles and ramming into their enemies as much as possible.

Sound familiar? If gamers played the first Twisted Metal, they should know what destruction is all about. The sequel, entitled Twisted Metal 2: The World Tour, puts

players in the same type of game-play with plenty of added features.

Instead of fighting in an urban atmosphere, players will find themselves in various cities around the world, each with its own look and feel. Each vehicle also has new weapons. More attacks and various upgrades make for some interesting car-to-car combat. New vehicles have also made their way into the upcoming sequel. Some of the new ones include: a



Now not only do camera angles follow you from a distance but also from near-by perspectives.



hearse, a bulldozer, a race car and most impressive, an armed man strapped to two large wheels...strange but true. The objects and enemies alike can be destroyed as gamers make their way through the levels.

The arenas in Twisted Metal 2 are not as confined as before. There are no set tracks—the sequel has totally open environments. Since the programmers

have had a year to tweak the engine, Sony feels that they will now know all the tricks of the trade.

The car and object graphics, along with the backgrounds, have been upgraded and fine-tuned so they look even better than before.

In a way, Twisted Metal 2 is like Indiana Jones: Traveling in cities around the world,

trying not to get killed—then again Indy never really got strapped to two giant wheels with heavy artillery and started battling the natives in their bulldozers! Whatever the case may be, Twisted Metal 2 takes gamers around the world in a deadly way. ▲



ON THE MENU

- THEME
Driving/Shooting
- # OF PLAYERS
1 or 2
- # OF LEVELS
N/A
- AVAILABILITY
November
- DEVELOPER
Single Trac



Layouts of maps are more elaborate than before. Jump off from buildings as high as the Eiffel Tower, but make sure you have a cushion to land on.



Twisted Metal 2 features newer and more vehicles from tractors to bikes.



MK TRILOGY

Relive past victories with this triple Mortal Kompilation



We've all heard the catch phrase: "It has begun!" With all of the sequels, handhelds and merchandise the Mortal Kombat universe has unleashed upon our world, the phrase has kind of lost its effect. MK Trilogy for the PlayStation might just be the spark that'll set the Mortal



Every fatality that's ever been in the MK games has been faithfully reproduced.



It's a family reunion! MK Trilogy has a conglomeration of characters from all the previous installments—including old vets such as Baraka and Raiden.



Kombat fire again.

Containing all three of the Mortals in one nifty package, gamers will find all of the secrets, all of the characters, all of the moves along with some other additions that'll

please MK fans. All of the pit stages, babalities, fatalities and animalities are included, making this one what it always was—outrageously fun. This version is even supposed to have random exploding babies. Remember, this version isn't three separate

games. MK Trilogy is all versions in one game.

Thanks to the power of the

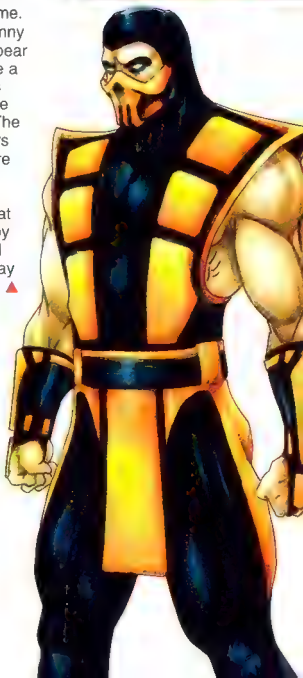
PlayStation, MK will feature all of the digitized graphics and killer sounds that MK gamers are accustomed to—arcade-perfect graphics along with minimal load time.

The Hollywood star Johnny Cage doesn't seem to appear in the normal game—is he a secret character? Gamers can play as Human Smoke and Rain among others. The oldie but goodie characters like Baraka and Raiden are included in the Trilogy. Baraka also has his old Spinning Scissor move that has been called "cheap" by some. Besides the normal ones, there is a whole array of new hidden characters. ▲



ON THE MENU

▲	THEME
Fighting	
▲	# OF PLAYERS
1 or 2	
▲	# OF LEVELS
N/A	
▲	AVAILABILITY
October	
▲	DEVELOPER
Williams	



UNUSUAL CONSTRUCTION

DUKE NUKEM 3D

A new breed of first-person shooters comes to the PS

Duke Nukem 3D is the hottest Doom clone to hit the PC market since, well, Doom. So you knew it wouldn't be long for multiple versions to come out on other platforms.

Duke Nukem 3D deserves its popularity. The levels are large and creative. You can fight in various sceneries like a moon base, a pool hall, a strip bar, an arcade, a porno theater, a spaceship, a submarine, underwater, in the sky, etc. The list goes on and on. Each of the levels is drawn with the utmost attention paid to detail. You can blow up windows, kick in air vents and climb around air ducts and fly inside skyscrapers to check out hidden rooms.

Many unique



Your choice of weapons range from the weak pistol (left) to the multi-hitting freeze ray (above).



weapons can be found in Duke 3D. You have a basic pistol, shotgun and chain gun. No big deal there. But what about an RPG (rocket-propelled grenade), a shrink ray (after shrinking your enemies, you walk up and squish them), pipe bombs (that you toss and detonate when you want), laser trip mines, a devastator

(gloves that launch mini-missiles) and a freeze ray (just go up and kick your frozen opponent into a shattered oblivion).

The secrets are plentiful and hard to find. Some are so hard that you'll pat yourself on the back for finding them. You may even find secret levels if you look hard enough.

PlayStation owners should be excited to play a fantastic game that PC owners are buzzing about. ▲

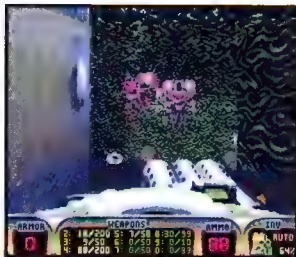
The shotgun is best used for close-up encounters. If you decide to use it as a long-range weapon, expect to lose efficiency and use extra shots to make up for it. Just like in real life, eh?



You wouldn't want to use the Devastator this close to your opponent, unless you want to feel the heat of your explosions.

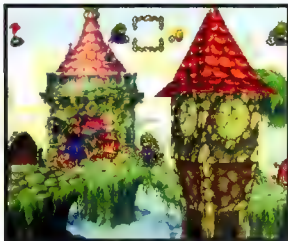
ON THE MENU

- THEME
3-D Shooter
- # OF PLAYERS
1+
- # OF LEVELS
N/A
- AVAILABILITY
November
- DEVELOPER
3D Realms



CHAOS IN LEMMINGS LAND

More suicidal Lemmings



and you must guide the hero on an incredible journey through Lemmings Land to defeat Evil Ed and break his spell. Fortunately, Lomax has powers and abilities far beyond those of the average, air-headed Lemming. He

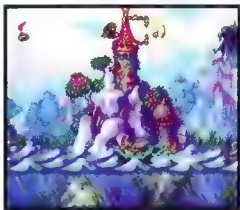
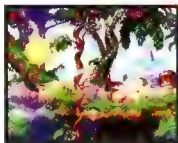
The Lemmings are back for another PlayStation adventure, but this latest outing of the suicidal critters is a bit different from their previous adventures.

For starters, the game is based on an animated series that airs in England, and it doesn't follow an army of Lemmings through a hazard-strewn environment. Rather, it follows one, Sir Lomax, who's on a quest to save Lemmings Land.

The bright, colorful world of the Lemmings has been invaded by Evil Ed, who has brainwashed the land's inhabitants to do his evil bidding. Only Sir Lomax has avoided being brainwashed,

can leap above opponents and surprise bad guys with spin attacks. If Ed's henchmen get especially tough, Lomax can hurl his magic hat at them.

Such varied attack styles make for a game that's more action-oriented than past Lemmings titles. But then Lemmings can't just keep walking off cliffs forever, can they?! ▲



Lomax's adventure will sometimes drop him into deep water as he journeys to save Lemmings Land.

ON THE MENU

- THEME
Action/Adv.
- # OF PLAYERS
1
- # OF LEVELS
100+
- AVAILABILITY
October
- DEVELOPER
Pygnosis

NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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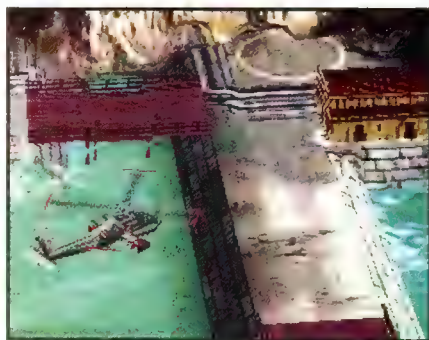


UNDER CONSTRUCTION

SOVIET STRIKE

The *Soviet Strike* continues, only now on Russian soil

The plot and which will help fight and multiple give the story and realism. EA's new system on as itself to the of the story. movie, the to the of *Soviet Strike* flies for a wide fan sales and a acclaim, from

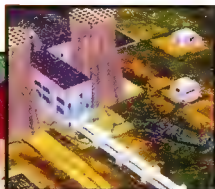
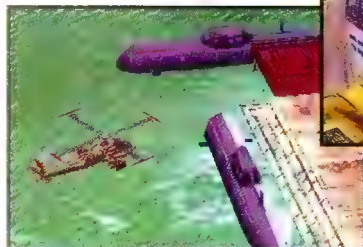


Fly over terrain texture-mapped from real-world locations.

Soviet Strike is filled with new enemies. Whether you're on land or over sea, you have to go against the toughest defense in the Russian territory.

ON THE MENU

- THEME Shooter
- # OF PLAYERS 1
- # OF LEVELS N/A
- AVAILABILITY November
- DEVELOPER Electronic Arts





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WALKER DOG



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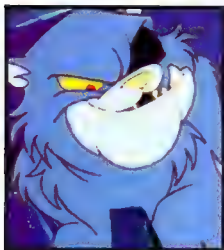


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UNDER CONSTRUCTION

DISC WORLD 2

Return to the world of Monty Python-style humor



In *Discworld 2*, Death is not too proud to swill down a few brews and catch some rays.

What happens when Death takes a vacation? This question is the premise of *Psychosis' Discworld 2: Missing Presumed...?! This humorous cartoon adventure based on the writings of best-selling author Terry Pratchett looks to be a satisfying sequel to*

of the Saturday-morning cartoons.

In addition to Eric Idle, the cast features Nigel Planer of the BBC comedy series *The Young Ones*, so this game is certain to amuse any fan of British humor.

The simple point-and-click interface of the first *Discworld* game was extremely easy

to use, and it appears that the developers have kept the interface pretty much the same in the sequel.

This all promises to make *Discworld 2* just as outstanding as the original. ▲

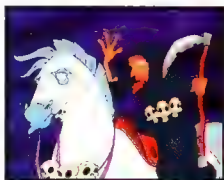


the quirky original.

When Death decides that drinking beer on

the beach is more fun than taking souls, our hero Rincewind (played by Eric Idle of *Monty Python* fame) must convince him of the necessity of his job. This, of course, is just the beginning, as Rincewind's quest takes him through a series of puzzles described by the designers as "mind-boggling."

The artwork promises to be even more stunning than the original, with a team of more than 50 animators employed to create a world straight out



"My kingdom for a real horse!" *Discworld 2's* cartoon-quality animation is complemented by humor that is just plain odd.



Everyone needs a vacation once in a while—even Death. But since Death's services are always in need, it's up to Rincewind to lure the bony life-taker back to work.

ON THE MENU



THEME
Adventure



OF PLAYERS
1



OF LEVELS
N/A



AVAILABILITY
November



DEVELOPER
Perfect Ent.

AMERICA'S
MOST



WANTED

T

here's a new rat in town, and he's blazing a trail onto the video game scene. Universal

Interactive's

Naughty Dog development team has their dogs barking for all the world to hear.

They have teamed up with

and is being considered by many as a modern-day work of art in terms of content, gameplay and overall design.

This game could prove to be a formidable hiccup to Nintendo and Mario 64's run for Game of the Year honors.

On the following pages, we won't tell you how many hundreds of pieces of pizza the Naughty Dog crew ate,

or how many orders of Chinese food they consumed while staying late to finish the game. We won't dwell on how many fortune cookies they cracked open, how many hundreds of thousands of cups of coffee they drank, or even how many Pepsi points they collected during the duration of the project.

But we will tell you what

JUNGLE FEVER

BY TODD MOWATT

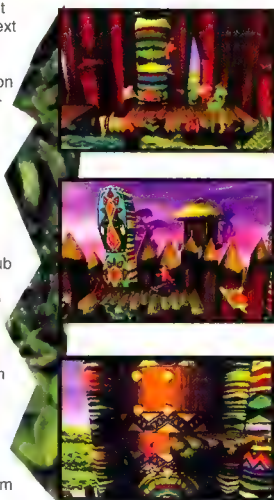
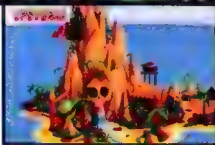
Sony Computer Entertainment to bring out what should be Sony's next blockbuster on the PlayStation. They will launch Crash Bandicoot on Sept. 9—the first anniversary of the PlayStation's North American launch. There's going to be a big party; we were there in New York for the first bash and we'll be in the house for the second one as well.

So why all of the hubbub over Crash? Well, many gaming pundits, including the editors of *P.S.X.*, predict that all other PlayStation games could be roadkill in Crash's path to stardom. The Naughty Dog dog house will be golden—not for the reason you're thinking—but because the game is a landmark for the platform

Nintendo's Shigeru Miyamoto asked about the game when he visited the Sony booth to play Crash at the Electronic Entertainment Expo held this past May in Los Angeles. We'll also tell you how they arrived at the name Crash Bandicoot and what character they considered using instead of a bandicoot.

You'll get some insight into what games influenced them to make Crash the way they did, and you will learn valuable tips on how to better use the enemies you come across to your advantage.

"The Boss characters have a lot of meaning to them, but the majority of the characters in the game were chosen for gameplay reasons as opposed to any historical significance," said Jason Rubin, a co-founder of





Naughty Dog and an artist on the Crash Team. "The turtle, you can turn over and use him to bounce on to get to those hard-to-reach places. There are stages in the game where that is extremely useful. Most of the characters, except for the Boss characters, were specifically designed to fill a gameplay niche as opposed to trying to fill a story niche. By spinning into an enemy with Crash, you can send it careening down the screen, clearing enemies out of the way as it speeds away. We call that bowling, and that is an extremely useful gameplay element."

Those are just a few of the game's elements; ideas which stemmed from some of the best games in history. It was Naughty Dog's goal to combine the best aspects of its predecessors and create one very playable game:

Not only that, they pushed the graphical limits of the PlayStation further than any other developer to date, and they have raised the bar in terms of quality.

After the mass market gets into Crash, no one will want to make Naughty Dog go sit in the corner. Instead, they'll want to buy them Milk Bones and rub their tummies in anticipation of the Crash sequel. That project isn't being talked about quite yet by the folks at Universal; we don't know too much about the sequel except for the fact that one is being considered.

The big question that is making many gamers scratch their collective heads is why they decided to make a game using a bandicoot.

"An earthworm was taken," Rubin laughed. "I can't really remember why specifically a bandicoot. I remember why we decided to go with this specific type of creature: We wanted to take a creature



that people knew of, but would have a hard time picturing in their minds.

"At first we thought about going with a wombat, but nobody knows what a wombat looks like. We thought that too many people would think it was a bat. We didn't like the name, although we wanted an exclusive animal. We bought a couple of books that had wombats in them, and one of them was on Tasmanian mammals. As

we flipped through it we saw an echidna (Knuckles of Sonic the Hedgehog fame), then there was a Tasmanian devil. We were thinking to ourselves, 'Wow! Here's a great group of characters. Look: There's the wombat—okay, we're not doing that.' Then on the very next page, there he was, the stretched bandicoot. He looks exactly like Crash does now, except bandicoots aren't orange and

don't have spiked hair; they don't wear clothes or shoes.

"If Knuckles has some echidna in him, I think Crash has some bandicoot in him," Rubin added. "We saw it and we thought, 'Bandicoot, what a great word.' We decided to go for it before

everyone else used up all of the animals in the *Tasmanian Mammals* book. The book has some great game-related creatures in it."

The folks at Naughty Dog have come a long way from the days of sitting in their garage, pounding away on their Apple computers to make *Way of the Warrior* for the 3DO.

"Way of the Warrior for me was nothing more than a learning experience," Rubin said. "I think that a good



"They pushed the graphical limits of the PlayStation further than anyone to date."

WHAT IS A BANDICOOT?

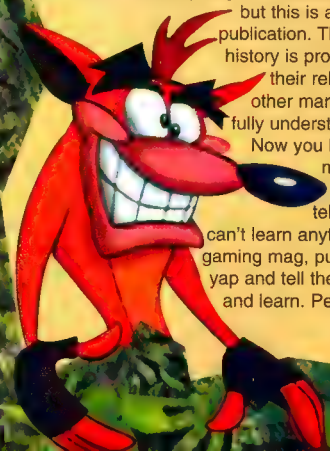
If you don't know what something is, it's time to head on over to your favorite FUNK and WAGNALL to find out the answer. For this answer, we looked in a number of places. Why? Because we wanted a second opinion.

By definition, a bandicoot is a small rat off-referred to as a pig-rat and is native to India, Ceylon, Australia, Tasmania—and has often been spotted on the north side of Chicago near Wrigley Field.

Now in the "that's too much information for me" department, the *New American Desk Encyclopedia* defines a bandicoot in a little more detail. The good book says a bandicoot is a member of the

Peramelidae family. We've been out of school for a while and our Latin is a little rusty, but a quick phone call to a former Latin teacher helped verify that they are rabbit-sized marsupials, and are probably closely related to the Dasyures. They have tapered snouts ranging in length from species to species. Now comes the too much information: There are several reproductive differences from other marsupials. A bandicoot's gestation is only 12 days; the newborn babies are comparatively large. We could go on,

but this is a family publication. Their fossil history is problematic, so their relationship to other marsupials is not fully understood. Now you know what a marsupial is, and if anyone ever tells you that you can't learn anything from a gaming mag, put this in their yap and tell them to read and learn. Peace Out.



all that. Crash has eight people as opposed to two. If one of the artists doesn't want to do something or doesn't see something, one of the other artists will see it and will do it. If one of the programmers has a weakness, another of the programmers will have a strength.

"The control was criticized in *Way of the Warrior*. I think that criticism was valid. Now we have someone more skilled doing the control and I think that shows in the game. Crash Bandicoot looks like a team of people worked together for a couple of years and labored at it, as opposed to a game a couple of kids did in their garage. We certainly learned a lot, and if nothing else, we learned that you can't just throw stuff together. It's got to work and things have to fit."

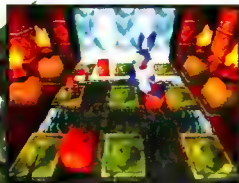
According to Rubin, the Naughty Dog team has gelled together extremely well.

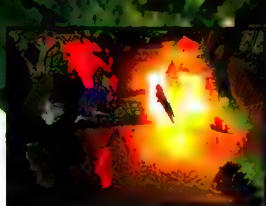
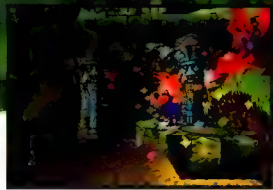
"Now we have a team of designers, artists and programmers that know how to get the job done," he said. "We have a different team and a different philosophy."

Assisting that team was David Siller of Universal, formerly of Sunsoft and creator and designer of games like *Aero the Acrobat* and *Zero the Kamikaze Squirrel*. Siller helped provide some historic

perspective for the team. He was responsible for telling the team what worked and what didn't work in the past. He used his vast experience and knowledge of the gaming industry to give input and guidance on how the various elements of game-play could be best handled.

deal of what was said about the game was warranted. I think *Way of the Warrior* had its problems. We did the game with limited resources, out of our own pockets. We basically did the game out of our den with our friends. The voice-overs people say were atrocious. Absolutely: We did them using a 50-cent microphone and a Macintosh and we did them in one take. *Way of the Warrior* had a lot of guts and determination in it and a lot of our sweat. At the same time, I think the game lacked a lot of guidance and overview from someone who wasn't close to the game. That was hard to get when it was two people. It was just Andy Gavin and I. Basically, if we didn't want to do something, we didn't do it, even if it was the right thing to do. I think that Crash definitely changed





"At various times during the project Dave would remind us, 'I've been in the business for how many years and have worked on dozens of titles.' He knows what has worked in the past," Rubin said. "His guidance helped us keep things in perspective. One of our biggest goals was not to look to the past too much to the 2-D games and environments. Aero the Acrobat was a great game, but it was limited because of the limitations of the hardware.

Obviously, those limitations seem like ancient history when developing for the PlayStation. "[It's] a remarkable system and is capable of a lot of things," Rubin noted. "We tried to push the

hardware and make it work hard and we've done that. Our goal now is to take it one step further and see what we can do now to push the envelope now that we have 3-D."

Naughty Dog's position was to utilize great gameplay elements from the past and bring them into the 3-D setting—complete with graphical enhancements such as a higher bit-depth palette that gives the game vivid colors.

"We were always trying to raise the 3-D bar and I think we've done that," Rubin said. Coming up with the idea to make a character-based game on the PlayStation was easy for the Crash Bandicoot Team. They realized the PlayStation was a step above everything else and that creating a 3-D-based PlayStation game was very doable.

"3-D on the gaming consoles is not a fake thing. For the first time, 3-D is really 3-D. Fighting games that we have already been exposed to on the PS and the Saturn have made the leap from 2-D to 3-D very easily and with great results," Rubin said.

"The same holds true for driving games. In Outrun the 2-D was evident. The 3-D in Daytona USA has set the standard for 3-D driving games and has made driving games that much better. We asked ourselves the question, 'Why hasn't that happened yet to

any great extent in the character-based action games?' The decision to do the character-based action game came from a desire to see this genre develop. To some extent we felt that it had been abandoned."

Rubin sees a great demand for such games, but little supply to this point. "No one had really done a good job of bringing this type of game forward," he noted. "At the time we started, the only games that we knew that were coming out were Clockwork Knight for the Saturn, and we

the exact same thing to himself: 'Someone has to do a good job on a 3-D-based character action game.'"

Rubin realizes his game will be pitted head-to-head against those of Miyamoto and Naka—virtual legends in the gamemaking world. "Both of those guys have histories as long as the video game industry has been around and have had great success with character-based games. They probably said to themselves, just like we did, 'Let's do something 3-D.' I think what ended up happening—which I believe is great for

"The decision to do the game was based on a desire to see the genre develop."

knew that was going to be a 2-D character, and Bug! came out six months after we began in October of 1994, so it seems like a long time ago.

"At the same time, we knew Miyamoto-san (Shigeru Miyamoto) of Nintendo was starting the same process with Super Mario 64, and was trying to develop his own 3-D character-based action game in true 3-D. At the same time, Naka-san (Yuji Naka) of Sega was starting with NiGHTS saying

the consumer—is that three very different, all viable and very well-done titles will be available. I hope people think our game is very well done, and I hope we can stand up and be mentioned in the same breath as their games with Crash."

Rubin is confident that the game will stand up to that challenge, which will mean the world to Naughty Dog. "We think it will stand up to the challenge," he said. "That would make me and the team happy because



these guys (Miyamoto and Naka) are gods in the gaming industry, but they are three different games that came out of the three teams. The three teams went in very different directions."

Naughty Dog faced several very real challenges working in 3-D on the PlayStation. They didn't want to create a game that was blocky and they didn't want a game that had a flat plane of grass that you ran across, and then a flat wall of rock that you came up against. They didn't want gamers

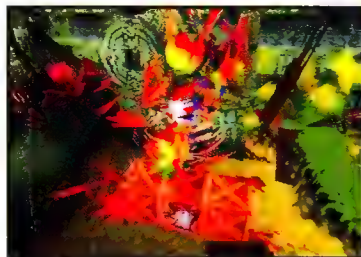
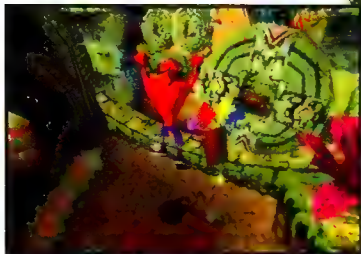
second or it really starts to hurt the game. I think in a driving or fighting game you might get away with it every now and then," Rubin explained. "But in a

character-based action platform game, where getting on a platform kills you or doesn't kill you, in one or two frames you're dead. If you

let the frame rate drop, the player loses that control and it ruins the game. So we knew from the beginning we had to do 30 frames per second or higher."

That wasn't enough for the programmers, who wanted the game to have a higher resolution than the standard 320x240 to make the graphics look crisp. "In a lot of the games out there, people are saying the 3-D just looks so ugly," Rubin said. "A lot of that is due to the fact that when there is not enough resolution, the texture maps get stretched too easily and when they go off in the distance they get shrunk and too much data gets lost. So knowing that, we ended up doing 512x240 for a resolution and that ends up being a useful medium resolution. It gives you both the balance of enough texture memory to have a lot of textures with enough screen space to really have a smooth look."

That look also applied to the 3-D polygon model of Crash. "Doing a character that didn't look like he was a bunch of sausages stuck together with flickering at his joints was very difficult," he said. "Basically we have the same technology they used in Jurassic Park called skinning. It's a single mesh for the entire character as



Checking Out the Competition

I imagine yourself standing at a trade show and the world's greatest game developer walks up to your booth and starts looking at your game and asking questions. That's exactly what happened to Mark Cerny of Universal Interactive and a member of the Crash Bandicoot Team. Shigeru Miyamoto, creator of Nintendo's Mario series, walked up and began looking at Crash. Cerny, who is fluent in Japanese, asked him if he was Mr. Miyamoto. Mark asked

him what he thought of Crash Bandicoot. His answer to that was, "What do you think of Mario 64?" so no information was gained there. But Miyamoto did ask after Mark showed him all of the different environments in the game, "How are you doing the water?" He asked if they were using

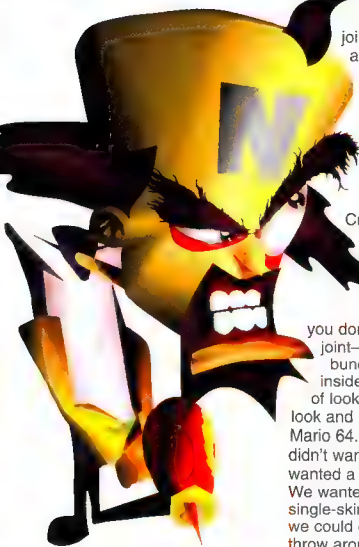
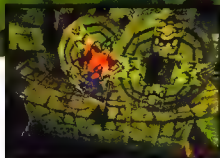
texture animations for the water. "Miyamoto played the game and he is a great gamer," said Jason Rubin. "He is an idol of many of the members of the Naughty Dog team."

to feel as though they were running around in building-block and Lego environments. They wanted the trees of the forests to come alive and the leaves to seem as though they were in your face in a jungle-like setting.

To get that look on the PlayStation, Naughty Dog programmers used polygons and a proprietary technique to make those polygons look rounded and not jagged. They wanted to hide the rigidity of the polygons and make both characters and backgrounds round.

In addition, Rubin knew a high frame rate would be crucial to the game's success. "In any game, a driving game or a character-based action game, you can't let the frame rate go down below 30 frames per





opposed to sticking joints into sockets. Tekken sticks joints into sockets and you can see the flickering at the edges. That may be okay for Tekken; I love Tekken. I think it's a great game. We didn't really want that in Crash. Likewise, if you have a Z-buffer even and you do that as they did in Mario 64, you don't get a smooth joint—you sort of get a bunch-of-spheres-inside-of-each-other type of look, which is a cute look and it seems to work in Mario 64. But again, we didn't want that look. We wanted a Warner Bros. look. We wanted a smooth, single-skinned character that we could crash, smash, throw around and basically do whatever we wanted to

him without him looking like he was put together with polygons."

Crash started out as a cartoon, and a very talented cartoon staff helped create the look of Crash as well as some of the backgrounds used in the game.

"It was really good to start as a cartoon and the staff created a lot for us," said Bob Rafei, one of the artists who worked on Crash. "They gave us the sketches and we didn't restrict them in any technical sense. From those sketches we decided what we could do as a technical 3-D staff."

Two of the artists who worked on Crash Bandicoot as members of the Crash Team, Charlotte Francis and Taylor Kurosaki, came from visual effects backgrounds.

"Charlotte came from RCA out in Los Angeles, and the last two movies she worked on were *Mortal Kombat* and *The Shadow*," according to Rubin. "She did a lot of their visual effects. Taylor came

from Amblin Imaging; he did the *SeaQuests*. He did a lot of stuff on the dolphins. He did some of the stuff on the submarines. He did stuff on *Voyager* and a couple of other TV shows. So those two came with a lot of skills. The other two artists, Bob Rafei and myself, have been fans of visual effects forever. *Cineffects* is required reading for us. We want to know how to do this and that."

The Crash team benefitted from their TV and film expertise by using special effects in the game. "The particle technology that we use comes directly from the movies. They pioneer a lot of that. Charlotte's husband was the producer of special effects for *ID4*. He came for a visit and he was astonished by what he saw us doing. It took them one entire night to render five to 10 frames of the movie. When he came in and saw Crash running and the backgrounds both running at 30 frames per second on a piece of hardware that's

What they play in the dog pound



Jason Rubin's favorite games: Doom-PC, Super Mario World-SNES, Earthworm Jim-SNES, WipeOut-PlayStation, DKC-SNES, WipeOut-PS



Andy Gavin's favorite games: Ultima IV-Apple, Super Ghouls and Ghosts-SNES, Super Mario World-SNES, Doom-PS, Sundog-Apple



David Baggett's favorite games: Mule-Atari 800, Bust-A-Move-PlayStation, Bubble Bobble-Arcade, Doom-PC/PlayStation, Tekken-PlayStation



Bob Rafei's favorite games: Return Fire-PlayStation, Quake-PC, Bust-A-Move-PlayStation, Command and Conquer-PC, Tekken 2-PS



Taylor Kurosaki's favorite games: Doom-PC, Daytona-arcade, Tekken-PlayStation, Return Fire-PS, Tecmo Super Bowl-NES



Justin Monast's favorite games: Star Wars Arcade-arcade, Marble Madness-arcade, WipeOut-PS, Sonic 1,2,3-Genesis, Actraiser-SNES



Charlotte Francis' favorite games: Bust-A-Move-PS, Street Fighter Alpha-PS, Destruction Derby-PS, DKC-SNES, Twisted Metal-PlayStation

NAUGHTY DOG

\$200, he was floored. He couldn't believe that the game industry was doing what it was doing. Some of the studios who are now trying to break into the gaming business are realizing how hard it is to make games. They were shocked at A, how well the game industry was doing with this stuff, and B, how much work went into making a good game.

"I think Crash will be thought of as a classic as long as people come away from the game and enjoy the experience. I personally will be happy [in that case]. In the game, you are constantly in 3-D

control. You have the ability to move in all of the directions. It is classic in the sense that there is a definite path that you follow. There is a progression of elements that you need to get through. The closest comparison I can draw is actually Donkey Kong Country, where you have a definite goal and as you progress, each new challenge is very similar to the last challenge: If you bounce off one bird, you bounce off two birds, then a third bird and a box, so it continues to build itself. I think that that gives a rhythm to the game and a definite ease of entry for the player to get into and become familiar with the gameplay. That's why I think someone would jump from a Mario or a Sonic and be able to get into Crash, because Crash is very similar to the classics, whereas the gameplay in a NIGHTS or a Mario 64 is a different thing, a new thing."

Rubin and his partner

Andy Gavin have been in the gaming business for close to 10 years. They have been playing platform games their entire lives. Rubin's first system was a Channel F and they admit borrowing some gameplay elements from some of their favorites.

"I think with Crash we did a much better job,

around them, something you couldn't do in a 2-D game."

It seems as though Naughty Dog has pushed the PlayStation to its limit, but this is not the case according to Cerny.

"I'm eager for someone to get into print that we are pushing the limits of the PlayStation with Crash Bandicoot," Cerny said,

"because then for the next year I'm looking forward to proving that person wrong.

"I'd like to say that if the PlayStation had emotion, it would be sort of angry at us for what we are making it do right now, in that we are working it so hard. But next year it's going to be really pissed, because there's definitely a lot more in there.

I think it's taken a long time for people to figure out how to do the next-generation CD-ROM 32-Bit stuff. If you load everything into memory and a person can yank the CD and put in an audio CD, then they are not using all of the bandwidth. As you are going through a round, whatever it is, there's more you could be yanking off the CD. We have 8-Meg and 10-Meg levels, there's two Megs in the Sony PlayStation. We are constantly bringing in new data off of the CD as we go. So we were somewhat surprised and so was Sony, when we told their tech division that we didn't run out of texture memory because we were constantly replacing it with just what

we needed. We didn't run out of VRAM; we didn't run out of anything. We were fine. We did take advantage of the fact that the game is on a CD. We are going to fill the CD and we don't have any full-motion video in it. So we're using as much as we can of what we have been given and proving that the PlayStation is one powerful console gaming machine."

Now the Naughty Dog crew will go and play their favorite PlayStation games until they get the call again to start work on Crash Bandicoot 2. Gamers will be itching to get their hands on the sequel, but trust us: There ain't no fleas on this game and none on the Naughty Dog team. This game is awesome.

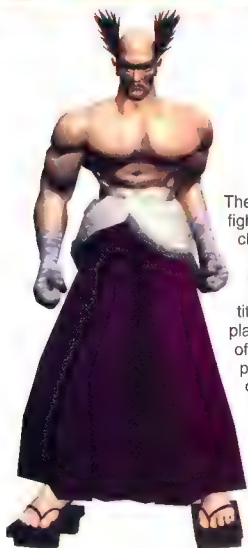
"If the PlayStation had emotion, it would be really...pissed at us right now."

and this is partially thanks to Dave Siller, having Mark Cerny around and having a larger and a more experienced team around. I'd say with Way of the Warrior we were evolutionary and with Crash we were revolutionary. I think the 2-D games of the past pale in comparison to Crash because they are in 2-D. They were brilliant games in their day, but they don't have the third dimension. So while we may have borrowed from the past, we have added elements that won't work in a 2-D game. A boulder chasing you into the screen is a perfect example of something that just flat-out hasn't been done before. It couldn't be done in a 2-D game. While we have certainly taken some of the niceties of the 2-D games...we have added new elements like the boulders and a lot of the effects that couldn't be done in past games. Also, the creatures in Crash react in 3-D, so you can go to the left and the right of a lot of the creatures. You can try to make a path



STRATEGY X-TRA

TEKKEN PART 1



The era of side-scrolling fighting games draws to a close as a new age of 3-D brawlers gains ground. This sequel to the popular arcade hit brings home a fighting title that looks as good as it plays. Tekken 2 offers a total of 23 different characters to play as, including 10 original characters and 13 playable Bosses. The game offers several modes of play, including Practice, Team Battle, Survival and Time Trial Modes.

However, what makes this game tick is the amount of depth displayed in its fighting engine.

While all fighting games have special moves and combos, only Tekken has the power for players to devise their own attacks, or chain one special attack to another to create 10-hit combos. In addition, attacks vary depending on your proximity to the enemy and what attack you proceeded it with.

You are in luck: Listed in the first of *P.S.X.'s* strategy guide are some of the best moves for the primary characters—and you'll see we barely had enough room to fit them all! In Part II of our Tekken 2 strategy next issue, we will feature moves for the Bosses and hidden characters.

COMMAND KEY

- Hold the D-pad in the direction indicated.
- Tap the D-pad in the direction indicated.
- Press the indicated buttons.
- Leave directional pad in neutral position.

NOTE: "When getting up" refers to when you go from crouching to standing.

PAUL

Style of Fighting:
Judo/Street Fighting

Paul lacked the stamina to prevail in the last tournament, but he's not prepared to fail again. Brawling is his style and he's ready to take the fight to anyone that will lock horns with him.



SOCKET WRENCH	Standing close
HIP KICK	Standing close
ELBOW SLAM	Standing close
THUNDER CRASH	Standing close
ONE-TWO PUNCH	
SHOULDER	
FRONTAL TACKLING	
LEG POWERBLOWER	
LEG GRAB	
SOUL REAPER	While crouching
NEUTRAL KICK	
SPINNING KICK	While crouching
POWER	While crouching when opponent's down
TRIPLE KICK	
TRIPLE KICK COMBO	
TRIPLE KICK COMBO	

TOMAHAWK	While crouching
TOMAHAWK SLAM	While crouching
HAND SLAM	While crouching
OUT QUETER	While crouching
FLAMING ELBOW	
WREST SLAM	Standing close
STONE WRENCH	
HIP TOSS	Near opponent's back
PHOENIX DESTROYER	
VERGILUS TACKLE	
FACE TENDERLOIN	While tackling
TACKLE COMBO	While tackling
JAB TO SWEEP	
ONE-TWO COMBO	While going forward
COUNTER ATTACK	Depending on opponent's attack



TEKKEN 2

NINA

Style of Fighting:
Aiki-do

Nina's deadly assassin technique will put even the most experienced fighter to the test. She hopes to settle the score with her sister Anna during the tournament and defeat isn't an option.



OVERHEAD TOSS	Standing close
WREST TWIST	Standing close
ELBOW CRUSH	Standing close
HAND FLIP	Standing close
BACKHAND SLAP	Standing close
ARM SNAP	During Backhand Slap
ARM BREAK	During Backhand Slap
DOUBLE ARM BREAK	During Arm Break
FALLING ARM BREAK	During Arm Break
ONE TWO PUNCH	
BLOOM BOMB	
BETTER TRIANGLE	
PUNCH TO ROUGHHOUSE KICK	
PUNCH TO MIDDLE KICK	
PUNCH TO LOW KICK	
BLAZING BOMB SAULT	
LEG SLICER COMBO	
FLASH KICKS	
MIDDLE TO HIGH PUNCH	
CAN OPENER	
PUNCH + KICK COMBO	While getting up or crouching
LOW KICK TO PLAY DEAD	
QUICK PUNCH COMBO	
DOUBLE CRANE SMASH	
HEAD SCISSOR CRUNCH	Near opponent's back
SHOULDER THROUGH BUSTER	Standing close
ARM SNAP	During Shoulder Through Buster
DOUBLE ROUNDHOUSE KICK	
LOW SPIN KICK + UPPER	
JAIL CRUSH	
JAIL SMASH	
DOUBLE EXPLOSION	
FLYING ARROW	
LOW AND HIGH KICK COMBO	
ORBIT KICK	

LOW TO HIGH KICK	
STOMACH CHOP	
UPPER CHOP	
BLOOM BOMB COMBO	
TRIPLE BLAZE	During Blond Bomb Combo
NECK CRASHER	During Blond Bomb Combo
CRAB HOLD	
HEEL HOLD	During Crab Hold
LEG CROSS HOLD	During Crab Hold
DOUBLE HEEL HOLD	During Crab Hold
COMMAND ARM LOCK	During Crab Hold
LEAPING HEEL HOLD	
SPIKE COMBO RIGHT HIGH KICK	
SPIKE COMBO RIGHT MIDDLE KICK	
SPIKE COMBO RIGHT LOW KICK	
CREEPING SNAKE	
CREEPING SNAKE LEFT LOW KICK	
CREEPING SNAKE LEFT HIGH KICK	
CREEPING SNAKE RIGHT HIGH KICK	
FLAME KICK + LEFT LOW KICK	
FLASH KICK + BLOND BOMB	
BLOND + RIGHT UPPER	
BLOND + RIGHT LOW KICK	
BLOND + RIGHT HIGH KICK	
HOPPING LOW KICK + UPPER	
HOPPING LOW KICK + MID KICK	
HOPPING LOW KICK + HIGH KICK	
LEFT MID + RIGHT HIGH KICK	
WINDING KICK COMBO	
TOE KICK	
BITING SNAKE	
LOW KICK + BACK SPIN CHOP	
COUNTER ATTACK	Depending on opponent's attack
PDK COMBO + RIGHT UPPER	
PDK COMBO + RIGHT HIGH KICK	

STRATEGY X-TRA

LAW

Style of Fighting:
Martial Arts

Marshall Law attacks with lightning-quick flurries of kicks and punches to dispose of his adversary. His wide array of kicks is his greatest asset and will make him a tough obstacle to surpass.



HEADLOCK PUNCH	Standing close
HEADLOCK GRIP	During Headlock Punch
FLIP UP AND DOWN	Standing close
KNEE LIFT	Standing close
MEG KICK	
CRISPER KICK	↕ ↕ (or ↘ or ↗) •
CRISPER KICK	↕ ↕ (or ↘ or ↗) •
SHADOW SPIN KICK	• • •
LIGHTNING ATTACK	• • • • •
RAVE BURST COMBO 1	→ • • • •
RAVE BURST COMBO 2	→ • • • •
RAINBOW KICK	↕ ↕ (or ↘ or ↗) •
DRAGON-LION KICK	While crouching •
THUNDER HEAD KICK	• • •
JAW SLAMMER KICK	During Triple Head Kick →
SLIDE KICK	↘ ↘ •

RUNNING SIDE KICK	→ → → •
CHARGE POWER PUNCH	↖ • (↕ ↕ Cancellation)
FACE CHARGER	Near opponent's back • or •
LEFT-ARMED COMBO	• •
DOUBLE IMPACT	While crouching • •
LAR HUG AND TOMBSTONE	While crouching • •
FRONT KICK AND SOMERSAULT	While getting up • •
SIDE KICK AND SOMERSAULT	While getting up • •
HIGH KICK AND SOMERSAULT	• •
BODY BLOW AND SOMERSAULT	↕ or ↕ • •
TRIPLE HEAD KICK	↕ • • • • •
JUMPING AIR KICK	↕ (or ↘ or ↗) • •
CHARGE SOMERSAULT	• •
BOMB FLIPPIN'	• •
DRAGON TAIL	↖ •
CRISCENT KICK	• ↕ •

FLIN

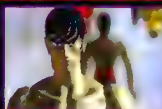
Style of Fighting:
Classic Bu-Jutsu

As sweet as she is dangerous, Flip attacks with quick and powerful attacks help to bring on her opponents. Just ask any of the smugglers she's arrested.



WHIPLASH	• •
TOOTH FAIRY	→ •
SPINNING LOW KICK	• • • • •
TRIPLE SPIN ATTACK	• • • • •
SCISSOR SPIN KICK	• •
BACK BLOW + LOW KICK	• •
ONE-TWO UPPER	• •
3 RING CIRCUS	• • • • •
BACK SPIN KICK	→ •
DOUBLE LIFT UP KICK	↕ •
SPINNING HIGH KICK	→ •
LEG CUTTING 3 RING CIRCUS	• • • • •
WHIPLASH DOUBLE LIFT UPPER	• • • • •

BLIZZARD COMBO	• • •
WHIPLASH + TOE KICK	• • •
WHIPLASH + LEG CUTTER	• • • • •
SCREW BODY BLOW	→ •
WINDMILL KICK	← •
WINDMILL KICK + LEG CUTTER	← • • • • •
WINDMILL KICK + TOOTH FAIRY	← • •
BLIZZARD COMBO + LEG CUTTER	• • • • •
WRIST CLUTCH THROW	Standing close •
ARM LOCK	Standing close •
BELLY TO BACK THROW	Near opponent's back • or •
WRIST CLUTCH SLAM	Standing close ↘ •
COUNTER STRIKE	Depending on opponent's attack ← • or ← •



TEKKEN 2

KING

Style of Fighting:
Wrestling

The lion-headed warrior is back with new wrestling holds and just as much ferocity. Getting in close to grapple opponents is his strong point. Once he gets a hold of you, it's all over.



BRAIN BUSTER	Standing close	•
COOCHY CRUSHER	Standing close	•
DIT	Standing close	• • •
TONKSTONE PUNCHER	Standing close	• • • •
JAGUAR DRIVER	Standing close	• • • •
GIANT SPINE	Standing close	• • • • •
ONE TWO PUNCH		• •
ONE TWO UPPER		• • •
EL FLUGER		• • • or • •
SUPLEXE DROP KICK		• • • • •
GRAB KICK		• • • •
KICKING POWER		• • •
"A" KICK		• • • • •
ALL KICK		• • • • •
ELBOW DASH	While jumping	•
KICK & FLICK		• • •
STOMACH SMASH		• • • •
DYNAMIC UPPER		• • •
FLYING KICK CHOP		• • • •
DOUBLE KICK CHOP		• • • •
FRANKIE DASH		• • • •
RIGHT STRAIGHT TO LEFT UPPER		• •
LEFT STRAIGHT TO RIGHT UPPER	While crouching	• •

MOONSALT BODY PRESS		• • • •
JAGUAR LARIAT		• • •
HEAD BASH & BREAKER	After Stomach Smash hits	• •
HEAD BASH & BREAKER	During Back Breaker	• • • •
HAIR BOPPER CLUB	Near opponent's back	• • • •
CORNER TRIST	Near opponent's back	• • • •
FOURTH FIVE LOCK	Standing close	• • • •
ARMED KICK DASH BUTTER	During Jaguar Driver	• • • •
ELBOW STING	During Jaguar Driver	• • • •
SHOULDER SMASH	During "A" Kick	• • • •
ONE TWO KICK	During Ali Kick	• • • •
HELPLESS HOLD	Standing close	• • • •
ROMERO DEATH LOCK	During Helpless Hold	• • • •
ROMERO SPECIAL	During Indian Death	• • • •
S.T.F.	During Indian Death	• • • •
SCORPION GRAB LOCK	During S.T.F.	• • • •
REVERSE ARM CLUTCH SLAM	Standing close	• • • • or • •
BACK DROP	During Reverse Arm Clutch Slam	• • • •
REAR KICK SUPLEX	During Back Drop	• • • •
PINCH HOLD	During Rear Kick Suplex	• • • •
CRAB BOMB	During Power Bomb	• • • •

TIME ATTACK

Time Attack Mode gives you the opportunity to see how quickly you can beat the game. Its advantage is gives you an idea of which characters give you the greatest problems. Work on developing techniques for the quick kill. Now when you play on Arcade Mode, you will have an idea of how much time you need to overcome certain opponents.

TIME ATTACK RESULTS

STAGE 1 00'26"48	STAGE 6 00'28"76
STAGE 2 00'50"14	STAGE 7 00'21"21
STAGE 3 00'45"06	STAGE 8 00'19"91
STAGE 4 00'47"43	STAGE 9 00'55"73
STAGE 5 00'44"50	STAGE 10 00'36"81

NEW RECORD

FACT FILE

- THEME Fighting
- # OF PLAYERS 1 or 2
- # OF LEVELS N/A
- CHALLENGE Variable
- DEVELOPER Namco

STRATEGY X-TRA

HEIHACHI

Style of Fighting:
Karate

Heihachi has returned to the arena, fighting hard with electrifying karate-kicks and punches still makes him a formidable opponent.



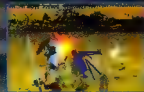
HERCULEAN THROW	Standing close
NAKED STRANGLE	Standing close
STONE HEAD	Standing close
ONE-TWO PUNCH	
SINISTER SWORD LEO	
RISE-UPPERCUT	
SKY-CLEAVING LEE	
AXE SLICE	
DOUBLE AXE	While getting up
FLASH PUNCH COMBO	
DERON SCHOOKE	
THUNDER GOD FURY	
DEVIL CONTINUOUS FIST	
TWIN PISTONS	

SPINNING DEMON	
SWEET MEET CUT	During Spinning Demon
AXE FORME	
DESTRUCTIVE KICK	
VIOLENT CLEAVING LEE	
EARTH-CLEAVING LEE	
HELL MILE	
DEMON UPPERCUT	
SHADOW FEET	
TILE-BREAKER	While crouching
TILE BREAKER DESTRUCTIVE FIST	While crouching
NID CRUSHER	Near opponent's back
DEVIL'S SHOTS	While opponent's down
GARGOYLE	

YOSHIMITSU

Style of Fighting:
Ninja Arts

Practicing the ninja arts, Yoshimitsu uses dizzying attacks and his cybernetic arm to accomplish his goals.



THROAT BASH	Standing close
POWER SLAM	Standing close
SOLAR KICK	
SHARK ATTACK	During Solar Kick
STONE FEET	
NINJA TWISTER	
NINJA TWISTER COMBO	During Ninja Twister
TRIPLE KICK	
PALSON SHOT	
CHARGING KICK	
DEATH SLASH	
FALN YOUNG	
ZIE TAO	
KNEE CAP	
JAB TO HIGH KICK	
JAB TO LOW KICK	
SIT DOWN	

TELEPORT SNEAK	During Sit Down
HEALTH RECOVERY	During Sit Down
DEATH COPTER	
SABER SHOT	During Death Copter
WINDMILL	
SLASHABILITY	
FAKE HAN KICK	
DOUBLE BUCKLE	
DIVING POWER BOMB	Near opponent's back
HARI KIRI	
SABER CUTTER	While crouching
VICIOUS SLASH	
SOWERBOLT KICK	
TORNADO ATTACK	
MARCHING SLASH	
TUMBLING FLIP	
BACKHAND TURNAROUND	



TEKKEN 2

Style of Fighting:
Chinese Martial Arts

Michelle uses a variety of Chinese martial arts to defeat her adversaries. Her determination to find her kidnapped mother is felt in her fast hitting combinations of kicks and punches.



WALK SHOOT	Standing close
WALK SHOOT	Standing close
SHOOT THE BALL SHOOT	Near opponent's back
SHOOT SHOOT	
SHOOT SHOOT	
SHOOT	While crouching
SHOOT & SHOOT	While crouching
SHOOT SHOOT & SHOOT	While crouching
SHOOT & SHOOT	While getting up
SHOOT SHOOT	While jumping up
SHOOT & SHOOT	While getting up
SHOOT & SHOOT SHOOT	During Tequila Sunrise
SHOOT SHOOT	
SHOOT POWER SHOOT	
SHOOT SHOOT SHOOT	During Slow Power Punch
SHOOT SHOOT SHOOT	
SHOOT SHOOT	After punch hit
SHOOT SHOOT	
SHOOT SHOOT SHOOT	During Spinning Sweep
SHOOT SHOOT	
SHOOT SHOOT SHOOT	Standing close
SHOOT SHOOT SHOOT	Near opponent's back or
SHOOT SHOOT	
SHOOT SHOOT	
SHOOT SHOOT SHOOT	
SHOOT SHOOT SHOOT	
SHOOT SHOOT SHOOT	

BODY ELBOW	↓
UPPER BODY SLASH	While getting up
ELBOW SLASH	↓
BOW AND ARROW KICK	↓
SLASH UPPER	↓
SLASH LOWER	↓
ULTIMATE CANNON	↓
MACHINE GUN PUNCH + HIGH KICK	↓
MACHINE GUN PUNCH + LOW KICK	↓
SWEEP-TO-HIGH KICK	While getting up
SWEEP-TO-LOW KICK	While getting up
SWEEP-TO-HIGH KICK	While getting up
SWEEP-TO-LOW KICK	While getting up
QUICK SLASH UPPER	↓
SPINNING SLASH UPPER	↓
DOUBLE SLASH UPPER	↓
G-CLEF COMBO	↓
UPPER BODY SLASH	↓
SLOW PUNCH HIGH KICK	↓
SLOW PUNCH LOW KICK	↓
TRIPLE SPINNING KICK	↓
TRIPLE SPINNING PUNCH	↓
ELBOW SKYSCRAPER LOW KICK	↓
FLASH UPPER	↓

PRACTICE MODE

Possibly the best feature of the game is the Practice Mode. Learn characters with the help of the built-in command list (not all of the moves are shown). This, along with showing you each of the characters' abilities, is a great feature.



STRATEGY X-TRA

SURVIVAL MODE



Choose your best character and put them against as many opponents as you can manage to defeat. The only catch is

that you get only one life bar. Survival Mode is an excellent option to test just how good you are with a particular character.



TEAM BATTLE MODE



you move onto the next until you win or lose all of your picks. This is a great way to practice using a variety of characters.

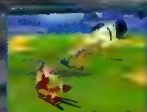
Team Battle Mode allows you to pick from two to eight different characters to do battle with. If one of your characters loses



LEI

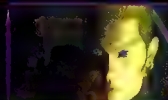
Style of Fighting:
Chinese Martial Arts

With his unpredictable whirling attacks, Lei will leave his opponents wondering whether he's coming or going. Learning his powerful Kicks is the key to mastering this character.



PLAY DEAD	↓
LEAPING BOMB KICK	When down facing forward
LEAPING UP	When down facing away
TURN AROUND	← or →
BACK BODY STRIKE	During Turn Around
BACK BODY KICKING LUNGE	During Turn Around ↓ or ↑
BACK BODY CANNON BALL	During Turn Around
BACK BODY TWIST MOVE	During Turn Around
BACK BODY TRIPLE FLIP	During Turn Around
BACK BODY WALKING DANCE	During Turn Around ↓ or ↑
RAVE SPIN	During Turn Around
TWIRLING BODY KICK OF RAGE	
SWIRLING WIND LAR COMBO	
SWIRLING WIND LAR COMBO	→
SCREAM MIMIC KICK	→
SCREAM LOWER KICK	→
WOLF'S BOWHAWK ATTACK	→
WOLF'S CROUCHING TIGER	→
CROUCHING TIGER BOWHAWK	→
BONESHAKER ATTACK	→

EMPTY CIRCLE LEG MOVE	• •
LEAPING KICK	→
FLIPPING TRIPLE BOMB	• •
FACE STRIKE STRIKE	Near opponent's back
GUARD STRIPPER	→
NICK WHISPER	Standing close
FLYING BICY KICK	Standing close
VENGEFUL KNOCKDOWN	→
SLEEPING QUEEN OF BIRDS	→
KICKING TRIPLE LEG	During Sleeping Queen of Birds
HAWK'S CLAW COMBO KICK	During Sleeping Queen of Birds
POUNCE FLYING FISH	When down facing forward
POUNCE FLYING KICK	When down facing away
TURN FACE DOWN	When face up
TURN FACE UP	When face down
FLYING HAWK ATTACK	→
SLEEPING BOMB	When down facing away
SLEEPING BOMB KICK	When down
MOMENTARY COMBO	→

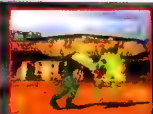
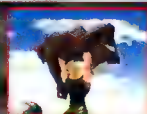


TEKKEN 2

JACK-2

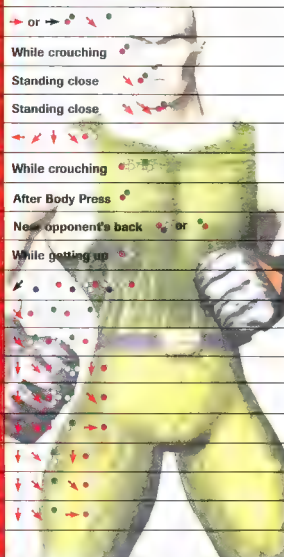
**Style of Fighting:
Power Fighter**

A true power fighter, Jack-2 uses his brute strength to beat his enemies. Although he's not quick, Atomic Punches pack a wallop that even the original Jack would be proud of.



BODY SLAM	Standing close
BODY PRESS	Standing close
PILE DRIVER	Standing close
BACK BREAKER	Standing close
OVERHEAD STOMP	Standing close
GET UP PUNCH	When opponent's down
MACHINE GUN BLAST	
JAW ELBOW SLASH	
JACK HAMMER	
DOUBLE HAMMER	While getting up
LIFT AND THROU WHIRL	
POST AND THROU WHIRL	
MIDNIGHT SLAM	
PAINFUL PRESS	
PAINFUL PRESS	
WINDMILL PUNCH	
WINDMILL PUNCH	
SET DOWN	
SET DOWN POWER LEFT	During Sit Down
SET DOWN PUNCH RIGHT	During Sit Down
DOUBLE AXE	
HAMMER RUSH LOW	

HAMMER RUSH MIDDLE	
HAMMER RUSH HIGH	
HIGH + LOW CROSS CUTSAW	
CUTTING SLASH	
LOW CHAIN CUTLASS	While crouching
RISING PRESS	Standing close
RISING HELLS	Standing close
DISCOVERY	
ONE TWO BLAST	While crouching
BODY PRESS HAMMER	After Body Press
TRIP AND AHEAD	New opponent's back
KILLING WHIRLWIND	While getting up
COULAGE COME	
RISING LEFT LEFT	
RISING LEFT RIGHT	
HAMMER RUSH LOW	
HAMMER RUSH MIDDLE	
HAMMER RUSH HIGH	
HAMMER RUSH LOW	
HAMMER RUSH MIDDLE	
HAMMER RUSH HIGH	



PLAY AS THE BOSSES



There are 13 additional characters to play as outside of the 10 that are covered here. New characters such as Baek (left) and Ganryu (right) are playable, along with Kazuya and secret characters Roger and Alex. Next month we will have a complete moves list for all of these characters.



Look for Part II of this Tekken 2 strategy guide in next month's P.S.X!

TRICKS

TEKKEN 2

Here is a plethora of cheats for the Japanese version of Tekken 2 that will have gamers jumping for joy. Most of these cheats require you to beat the game with all the Bosses/sub-Bosses selectable at the Character Selection Screen. To do this you must beat the game with each character then you'll have that character's sub-Boss selectable. After all sub-Bosses are selectable, beat the game with any character (except the sub-Bosses) without losing any rounds...and you'll get Kazuya. After Kazuya is selectable, beat the game with him without losing a round...and you'll get Devil/Angel. Note: Angel can be selected by choosing Devil with a Kick button.

After Devil/Angel are selectable, you can then go for Roger/Alex. Start an Arcade Mode game, and when you get to the third match win the first round and lose the second. During the third round, allow your lifebar to be taken down to around 5 percent. Finish off your opponent and you should hear, "GREAT." The following fourth match should be against Roger or Alex. Beat whoever you fight to have both selectable. Note: Alex can be selected by choosing Roger with a Kick button. You might also want to save at this point on your memory card.

Now that we have all the characters selectable at the Character Selection Screen, you can do the following tricks.

Kazuya's Purple Suit

Select Kazuya with the Start button for his purple suit.

Big Head Mode

Hold the Select button after selecting your character until the fight begins.

Bigger Head Mode

After fighting with the Big Head code on, hold the Select button again before the next match begins for an even bigger head!

Wire Frame Fighting

Before selecting your character at the Character Selection Screen, make sure you hold L1 and L2 down. Keep holding these buttons down until the match begins. You should then appear as a green wire frame fighter. The view will also change to a behind-your-character view to get a first-person look on the opponent you are fighting against.

Sky High Mode

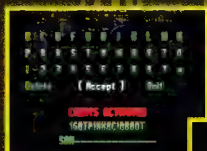
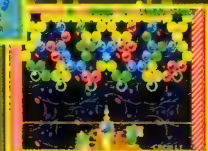
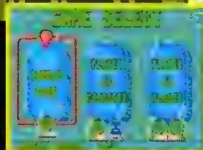
At the Character Select Screen, hold Select while choosing your character. When the fiery Vs. Screen appears, hold up on the pad as well. Keep holding these until the round starts and you'll hear a punch sound. Now with certain moves, you can launch your opponent high into the air. Try many moves.



BUST-A-MOVE 2

Another World

When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press R1, Up, L2, Down. A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will be trying to complete a brand-new set of puzzles that are similar to the originals.



ALIEN TRILOGY

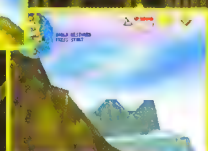
Cheat Menu

It took a little while, but finally the long-awaited Cheat Menu was found. This tricky code, which took a while to crack, will give gamers a wide selection of cheats. Just enter the code and you will have access to some great cheats, such as a Level Select, Invincibility, Ammunition, Weapons and more! To enter this great code, go to the Password Screen and enter the code: 1G0TP1NK8C1DB00TS0N or otherwise known as "I Got Pink Acid Boots On." Choose Accept then go back to the Title Screen and enter the Cheats Option to choose the cheats you wish to use during your game. This game should be a bit easier with this code.

MAGIC CARPET

Cheat Code

Here's a great code that will give you a Level Select Option that will allow you to jump ahead to more difficult levels! Just enter: Triangle, Triangle, Circle, Square, Triangle, Circle, Triangle, Square at the Options Screen. An extra option should then appear at the bottom, Level Number, that will allow you to go through the various levels. You can then choose up to level 50 in East Mode and up to level 75 in Normal Mode. But that's not all! When you are playing the game, press the Start button to pause, then hit either: Triangle to access all the spells, Square to increase your Mana supply or Circle to complete the level you are currently playing.



TRICKS

DESCENT

Various Cheats

All Keys: Square, X, O, Tri, X, Tri, Tri, X, Tri, X, Tri, X.

Turbo: Square, Tri, O, Square, O, X, Square, X, O, Tri, Square, X.

All Level Access: Tri, Square, Square, Triangle, O, O, Square, Square, Triangle, O, Square, Square.

Mega Zowie Wowie: Tri, Square, O, X, Tri, Square, X, Tri, Square, X, O, Square.

Invulnerability: Square, Tri, O, Square, Square, Tri, O, O, Square, Tri, Square, X.

10 Lives, Mega Zowie Wowie, All Level Access: Tri, X, Square, Square, Tri, O, O, Square, Tri, Square, O, X.



ASSAULT RIGS

Invincibility, All Weapons and Items

After playing for a while, you probably don't need any codes. However, even with all the weapons on your side, you shouldn't have to hesitate entering that unfamiliar room or corridor. Enter the codes while you are in the middle of playing.

For Invincibility: Left, X, Left, X, Left, Left, X, Right, X, Right, X, X.

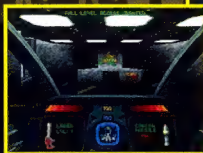
For all Weapons and Items: Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.

JUMPING FLASH!

Level Select and Cloud Speed

For Level Select: Go to the Main Menu and enter: Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, Tri, X, Tri. The Menu Screen will turn red, if done correctly. Then press Start and select a level.

For Cloud Speed: At the Main Menu press and hold L1, L2, R1, R2 and hit UP or Down to make clouds speed up or slow down.





JUST BECAUSE YOU HAVE TO GO TO YOUR ROOM DOESN'T MEAN YOU HAVE TO STAY THERE.



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